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OFFICIAL PROGRAM BOOK

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Gen Con Booth #937

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Pathfinder Roleplaying Game Horror Adventures Takes Your Heroes into the Darkest Reaches, Where the Dead Hunger for the Living, Alien Gods Brood in Dreams, and Madness and Death Lurk Around Every Corner!

- Corruptions turn PCs into monsters, including blood-drinking vampires and savage werewolves!
- Horror-themed archetypes, feats, spells, and more!
- Rules for sanity and madness to drive characters to the brink and beyond.
- Tips and tools for running a scary game, expanded rules for curses, haunts, and fleshwarping.



OFFICIAL GEN CON 201

GEN CON

Gen Con 2016 finally has arrived! You've made it! The Best Four Days in Gaming™ are back and better than ever before, and as CEO and an owner of Gen Con, it's my pleasure to welcome you to the culmination of more than a year's hard work and preparation. With 500+ exhibiting companies and more than 15,500 events, this Gen Con marks the largest and most exciting convention in the show's history.

In addition to the convention's growing presence throughout the entire Indiana Convention Center, through numerous participating hotels, on Georgia Street, and the Indianapolis metro, Gen Con has taken another leap forward in 2016 with expansion into the meeting and exhibition space in the state-of-the-art Lucas Oil Stadium with True Dungeon's larger than life experience and Anime/Animation events. The stadium is just a short walk away, connected via a Pedestrian Corridor, from the ICC, so please check out the all-new experiences that await you.

As in past years, I would like to say "thank you" to the show's attendees, sponsors, exhibitors, event organizers, GMs, local partners, and everyone that embraces Gen Con's spirit of gaming and community. Let me extend particular thanks to Gen Con 2016's three Co-Sponsors: Mayfair Games, Paizo, Inc, and first-time Co-Sponsor Rio Grande Games. These co-sponsors help provide top-notch entertainment and represent some of the best in gaming, today!

Gaming brings us together and unites us through a shared passion. Gaming is inclusive and whether gathering around a kitchen table with family, meeting friends at a local game store, or experiencing all that is Gen Con, gaming at its core is about enjoying time with the people in your life.

Please remember to enjoy this precious time with your fellow gamers, be excellent

to each other, and as always, Happy Gaming!

advar watet Adrian Swartout

CEO, Owner of Gen Con P.S. Save the dates August 17-20, 2017. Next year, is a very special show... GEN CON 50!



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SPECIAL THANKS TO OUR FRIENDS & PARTNERS

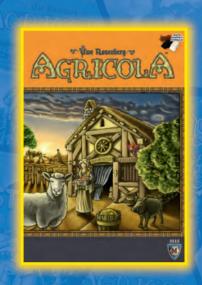
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Many thanks to all of those who help make Gen Con possible. We couldn't do it without them! And the many, many game manufacturers, gaming clubs and individuals that submit and run gaming events!

2016 Cover art by Steve Argyle

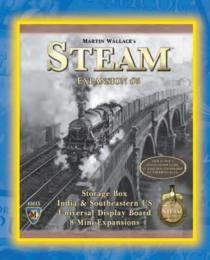


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IMPORTANT INFO

GEN CON BADGES

WHY DO I NEED A BADGE?

Everyone attending Gen Con (excluding children ages 8 and under) must wear a valid Gen Con badge at all times for identification while in the convention center and surrounding hotels and during game play/events. A badge will allow you admittance into the Exhibit Hall, Art Show, Anime events, seminars, and other events happening in public areas during the convention. It is also needed to purchase tickets for events. Badges must be visible at all times to assure staff and security of your eligibility to participate in the show. (Gen Con does not offer parent badges, shopper badges, or other types of limitedaccess, discounted badges).

CHILDREN 8 & UNDER

Children, ages 8 and under, are admitted for free when accompanied by an attending adult and must be registered in our children's log for security purposes. They are not required to have a badge unless they will be participating in an event that requires an event ticket. Come to the Customer Service or Badge Registration kiosks to register your child and provide us with your contact information in case you and your child are separated. You will receive a wristband which must be attached to your child's wrist while in the convention center and surrounding areas where you are participating in Gen Con events. All children must be accompanied at all times by a Parent or Guardian with a valid badge. Children ages 9 and above are subject to standard badge pricing.

REGULAR BADGE PRICING*

- 4-Day badge \$120
- 1-Day badge (Thursday, Friday, or Saturday) \$75
- Family Fun badge (Sunday) \$45/family of four
- * There is a 10% admissions tax for all badge purchases, in compliance with Marion County laws.

PAYMENT

Gen Con accepts cash or credit card (Visa, MasterCard, Discover, and American Express) as payment. Checks and money orders are not accepted at any time. A 10% admissions tax will be charged on all badge purchases, in compliance with Marion County laws.

REGISTRATION POLICIES

*For onsite refunds or exchanges, please visit the Customer Service kiosks.

BADGE REFUNDS/EXCHANGES

The last day to receive a badge refund was June 19, 2016. Badges are non-refundable and non-transferrable after the deadline.

If you want to exchange your single-day badge for a 4-Day badge, you may do so at the Customer Service kiosks. A single-day badge can be upgraded to a 4-Day badge only if the single-day badge is current. To exchange a current single-Day badge for a different badge on-site, you must do so a minimum of one day before your badge is valid.

A valid government-issued photo ID and a Gen Con 2016 badge are required to process any type of badge or ticket exchange onsite, and the exchange will only be processed for the person whose name is on the badge being returned.

EVENT TICKET REFUNDS/EXCHANGES/CANCELLATIONS

Event-specific ticket refunds/exchanges must be requested at least 30 minutes prior to the start of the event. All refunds will be managed at the Customer Service kiosks and will be refunded to the purchaser. All ticket refunds are subject to a 5% administrative fee for the total sum of tickets refunded. A valid government-issued photo ID and a Gen Con 2016 badge are required to process any type of ticket refund or exchange. All refunds will be credited back in the original form of payment. For ticket exchanges, please present the ticket for the event you would like to exchange and provide the Game ID number for the event you wish to purchase.

If an event has been cancelled, please see a nearby Event HQ for further instructions. No refunds will be given for cancelled events without a stamp or signature from the area's Event HQ. The last day to receive a ticket refund is 4 pm on the Sunday of the convention.

GENERIC TICKET REFUNDS

Generic tickets are only refunded to system credit. There is no cash or credit card refund for generic tickets. System credit is non-refundable, non-transferrable, does not expire, and can be used to purchase badges or tickets for any future Gen Con. All ticket refunds are subject to a 5% administrative fee for the total sum of tickets refunded. Ticket refunds will be managed at the Customer Service kiosks and will only be refunded to the purchaser. A valid government-issued photo ID and a Gen Con 2016 badge are required to process any type of ticket refund onsite. The last day to receive a generic ticket system credit refund is the Sunday of the convention, no later than 4 pm.

LOST OR MISPLACED BADGES & EVENT TICKETS

Gen Con cannot replace lost, stolen, or forgotten badges or event tickets. Lost, stolen, or forgotten items must be repurchased at full cost. It is recommended you check with the Gen Con Show Office in **Room 112** of the convention center to see if your materials have been turned in to Lost & Found before buying new materials. Gen Con LLC assumes no responsibility for lost, stolen, or forgotten materials. To repurchase your items, go to the Customer Service kiosks in the Main Registration area.

If your shipment is confirmed to be lost by the USPS we will replace your convention materials at no cost to you. We cannot replace items that have been delivered.



REGISTRATION & CUSTOMER SERVICE

WHAT IS REGISTRATION?

Registration covers all processes associated with attending the convention, obtaining badge credentials, and purchasing event tickets. Registration offers five services: Badge Registration, Event Registration, Customer Service, Special Services, and Will Call. The "Main Registration" kiosks are located in the convention center's Wabash-Fast Concourse near the Maryland Street entrance. There are also a few remote Event Registration sites located in Hall F, Hall B and the Marriott (Indianapolis Marriott Downtown, 350) West Maryland Street). Each service area is clearly marked for your convenience.

BADGE REGISTRATION

Badge purchases can be made onsite at the Badge Registration kiosks located in the convention center's Wabash-East Concourse near the Maryland Street entrance. We accept cash and all major credit cards (American Express, Discover, MasterCard, and Visa). Gen Con does not accept checks or money orders.

EVENT REGISTRATION

Event tickets can be purchased onsite at the Event Registration kiosks located in the convention center's Wabash-East Concourse near the Maryland Street entrance or at Event Registration kiosks in Hall F and the Marriott (Indianapolis Marriott Downtown, 350 West Maryland Street). See the Area Hotel Maps for specific locations. Gen Con accepts cash and all major credit cards (American Express, Discover, MasterCard, and Visa). Gen Con does not accept checks or money orders.

CUSTOMER SERVICE

Refund and exchange requests or questions regarding the convention or show policies can be directed to Customer Service. These kiosks are located in the convention center's Wabash-East Concourse near the Maryland Street entrance. Refunds or exchanges will *only* be processed at the Customer Service kiosks. Event-

specific ticket refunds/exchanges must be requested at least 30 minutes prior to the start of the event. All refunds will be issued back to the purchaser of the original ticket(s).

SPECIAL SERVICES

This kiosk is located next to the Customer Service kiosk. Disabled patrons may use this kiosk for their one-stop registration needs. Will Call pickup, badge and event ticket purchases, and refunds or exchanges can all be made at this location. Customer Service will also have special wristbands to alert staff and event team members that the bearer may need additional assistance (i.e. limited waiting in line, etc.). A wristband is required in order to receive special assistance.

Parents may also use this kiosk if they have already purchased a badge but need to obtain a child wristband.

WILL CALL

If you purchased a badge or event tickets during Pre-Registration and selected Will Call as your shipping method (or if you purchased items online after Pre-Registration closed), you may obtain your items at the Will Call kiosks, located in the convention center's Wabash-East Concourse near the Maryland Street entrance. You will need to present a valid government-issued photo ID in order to obtain your packet. Small children with no photo ID must be accompanied by a parent or guardian with a valid ID in order to pick up their packet. Please keep in mind Will Call lines and wait times may vary.

CHILD REGISTRATION

All children ages 8 and under must be registered at either the Badge Registration or Customer Service kiosks. Registering your child provides our Security Team with contact information in case you and your child become separated. Be sure to register your child and pick up a child wristband when you arrive at the show.

GLANCE

SHOW HOURS MAIN REGISTRATION & CUSTOMER SERVICE

Wednesday, noon – 9 pm Thursday, 7 am – Sunday, 4 pm

WILL CALL

Wednesday, noon - Sunday, 3 pm

HALL E REMOTE EVENT REGISTRATION

(purchase event tickets only)
Thursday – Saturday, 7 am – 2 am
Sunday, 7 am – 2 pm

HALL B REMOTE EVENT REGISTRATION

(purchase event tickets only)
Thursday – Saturday, 8 am – 8 pm

MARRIOTT REMOTE REGISTRATION

(350 West Maryland Street, purchase event tickets only) Thursday – Saturday, 9 am – 6 pm Sunday, 9 am – noon

FXHIBIT HALL

Thursday – Saturday, 10 am – 6 pm Sunday, 10 am – 4 pm

INFO BOOTH

Wednesday, noon – 7 pm Thursday – Saturday, 7 am – 7 pm Sunday, 7 am – 5 pm

SHOW OFFICE

Wednesday, noon – 9 pm Thursday – Saturday, 7 am – 9 pm Sunday, 7 am – 5 pm

CONTACT US

If you have any inquiries regarding Registration, Customer Service, Will Call, Policies, or Refunds, please come to the Customer Service kiosks in the Wabash-East Concourse near the Maryland Street entrance of the convention center. If you have any questions after the show, feel free to call our office at 800-529-3976 x3806 or email us at customerservice@gencon.com. Regular Customer Service hours are Monday – Friday, 9:30 am – 5:00 pm (Pacific).

ETHICS & CONDUCT

All of the following constitute grounds for expulsion from the convention without refund:

- Violating any federal, state, or local laws, facility rules, or convention policies
- Failure to comply with the instructions of Gen Con Event Staff or security
- Using anything in a threatening or destructive manner against person or
- Endangering the safety of oneself or others
- Threatening, stealing, cheating, or harassing others
- Failure to conduct oneself in a mature and responsible manner

If you experience or witness any of the above, please seek out Gen Con Event Staff or Gen Con Security to report the incident. If you can't locate an Event Staff member please report the incident to Show Management in the show office located in Room 112.

NO HARRASSMENT POLICY

Gen Con: The Best Four Days in Gaming! is dedicated to providing a harassment-free Event experience for everyone, regardless of gender, sexual orientation, disability, physical appearance, body size, race, religion, or affiliation. We do not tolerate harassment of convention participants in any form. Convention participants violating these rules may be sanctioned or expelled without refund at the discretion of show management.

SECURITY

Security is provided by a professional security firm and may include off-duty law enforcement personnel, security guards, and Gen Con Event Staff. All security personnel serve to ensure the safety and wellbeing of everyone. Please show them the respect they deserve. Failure to comply with the directives issued by uniformed security and staff may result in immediate expulsion without refund.

SHOW POLICIES

COSTUMES & WEAPONS

Weapons and items resembling authentic weapons are not allowed at Gen Con. Self-defense, recreational, and utility items such as knives, tazers, pepper spray, BB guns, cap guns, air-soft weapons, paintball guns, water guns, martial arts weaponry, including wooden practice weapons, etc, are not welcome, even if it is lawful to own and carry them. Off-duty security, law-enforcement, and military personnel are not allowed to bring their weapons to Gen Con. Items resembling futuristic weapons, fantasy weapons, and non-projectile buffer weapons may be allowed provided they are not handled in a careless, threatening, or destructive manner against person or property.

Ouestionable items can be brought to the Information Desk in the convention center during operating hours to be checked for compliance with this policy. Some events may provide exceptions to this policy under strict circumstances defined by that event. Items purchased in the Exhibit Hall that violate this policy must be wrapped and immediately removed from the convention premises.

20th & 21st century uniforms may not be worn as costumes. These include any uniform that can be construed as a military uniform from any country or a uniform worn in an official capacity, such as security quard, police officer, deputy. fire marshal, paramedic, etc. Active duty military personnel are permitted to wear

their government-issued uniforms.

Gen Con is a family-friendly show, and all costumes must comply with generally accepted standards of taste and decency. Overly-revealing and immorally suggestive costuming as well as overt nudity are forbidden at Gen Con. Shoes or sandals are also required in public concourses and other common areas.

Gen Con Event Staff or security personnel may inspect any item or costume at any time during the convention. Failure to comply with these policies and/or the instructions of Gen Con Event Staff or security personnel may result in immediate expulsion from the convention without refund.

If you have any questions about these policies, please visit the Information Booth in the convention center during operating hours

ADVERTISING

There is no flyering, postering or showbilling of any kind in or around any of the convention grounds, including the hotels. If caught, you may be asked to leave the convention and have your badge revoked, without refund.

EVENT SPACES

Gen Con reserves the right to clear each room after an event. Attendees will not be allowed to remain in the room for the next event

Items cannot be stored in event spaces. If found, items may be moved or discarded.

YES! NO! approved areas.

DO! DON'T! Ask people if it's Block hallways or okay to take their aisles for photos

Make contact with attendees without their consent. Take photos in

Display your badge.



Have fun!

Threaten, use offensive language, or harass. If someone tells you to leave them alone, your interaction with

them is over.

LOST & FOUND

The Gen Con Show Office (room 112) will serve as the center for lost and found items during the convention. Unclaimed property will be turned over to the convention center security office at the close of the convention. You can help protect your belongings by including identification tags with mobile phone numbers in wallets, purses, backpacks, and other loose items. Labeling belongings helps us attempt to return recovered items to their rightful owners. Gen Con LLC assumes no responsibility for lost, stolen, or forgotten materials.

LEGAL INFORMATION

LEGAL INFORMATION

The purchase of a Gen Con badge admits one person to all basic activities and exhibits at Gen Con (the "Event") during regularly scheduled hours for the day(s) it is purchased. Some designated activities require preregistration and/or payment of a separate, additional fee.

In accepting the badge and in consideration of being admitted to the Event, the holder of the badge hereby: (1) assumes full responsibility for his/her own safety, and accepts all known and unanticipated risks of loss, damage, and injury (including death or disability) to himself/herself and his/her property while attending, participating in or becoming involved with the Event, regardless of whether or not such risks are attributable to the negligence of others; (2) releases and discharges Gen Con LLC and its employees, officers, directors, owners, sponsors, exhibitors, and contractors (collectively "Gen Con") from any claims or liability for loss, damage or injury (including death or disability) to his/her person and property arising out of or in any way connected to the Event, including but not limited to claims based on Gen Con's own negligence; (3) consents to being recorded by audio and/or visual means, and authorizes and permits Gen Con to use and authorize the use of such recordings and his/her name, voice, likeness, and all reproductions thereof by any means and for any purposes, in all media now and hereafter known, worldwide in perpetuity; and (4) agrees to comply with all the rules and regulations of the Event.

Gen Con reserves the right to deny entry, or remove from the Event, any person who Gen Con considers, in its sole and absolute discretion, as behaving or threatening to behave in a disruptive manner. The Gen Con badge is non-refundable for any reason. GEN CON, the Gen Con logo, and The Best Four Days in Gaming! are trademarks of Gen Con LLC. All rights Reserved.

CONVENTION CENTER POLICIES

ADHESIVE BACKED STICKERS & DECALS

Adhesive backed decals and stickers may not be distributed inside the Indiana Convention Center by any exhibitor or individual.

ANIMALS

Only service animals are allowed in the convention center. Service animals are defined as animals that are individually trained to perform tasks for people with disabilities, such as: guiding people who are blind, alerting people who are deaf, pulling wheelchairs, alerting and protecting a person who is having a seizure or performing other special tasks. Service animals are working animals, not pets. No other animals are allowed on convention premises.

FOOD & BEVERAGES

The Indiana Convention Center holds the exclusive right to sell food and beverages on the convention premises. No outside food may be brought on to the premises. Should such food be discovered, the offending party may be asked to finish the food off the premises or be removed from the convention without refund.

SMOKING

There is no smoking or E-cigarette usage allowed inside any of the convention facilities, including public areas of participating hotels. Smoking and E-cigarettes are permitted outside in designated areas only. Please be respectful of our host city and help keep the streets and sidewalks clean by disposing of your smoking paraphernalia in the appropriate receptacles.

SOLICITATION

The sale of any items or services without the prior consent of Gen Con LLC and an Indiana state sales permit is not allowed on convention premises. Distributing or posting any promotional materials is also prohibited. Violation of this policy may result in immediate removal of materials and expulsion from the convention center without refund.

EVENT TICKETS

WHY DO I NEED EVENT TICKETS?

An event ticket confirms a spot to participate in a game or event that is scheduled during the show. Participants may purchase tickets for a specific event or buy generic tickets which are used more like carnival tokens for admission fees associated with an event. The drawback to purchasing generic tickets is that they do not guarantee admission or the ability to play a game if the event sells out.

EVENT TICKET PRICING

Most events are priced based on their duration: \$2 for every increment of 2 hours. Some event organizers may charge more for special events or to cover the cost of supplies and prizes, but prices are always in \$2 increments. Tickets must be purchased from a Gen Con registration kiosk, not from event organizers. We accept cash or credit card (Visa, MasterCard, Discover, and American Express) as payment. Checks and money orders are not accepted at any time. Never pay an event organizer or GM directly for an event – you must purchase an event ticket first.

GENERIC TICKETS

Generic tickets are sold in \$2 denominations. Generic tickets may be used like carnival tokens to pay admission fees associated with a specific event. For example, if you wish to participate in an event costing \$4, you could pay for the event with two generic tickets (valued at \$2 each). Cash will not be accepted at any events.

Any unused generic tickets can only be refunded for system credit and must be turned in to the Customer Service kiosks onsite before 4 pm on the Sunday of the convention. System credit is non-refundable, non-transferrable, and does not expire.



Next year, Gen Con will be held August 17 – 20, 2017 for its 50th convention!

Planning to return next year? Now's a good time to make sure
your account is ready to go for Badge Registration in January!

YOUR GEN CON ACCOUNT

If you created an account before the show, your Gen Con Account is ready to go for next year. If you purchased a badge onsite this year, be sure to activate your account using the email you received at the time of purchase. Then update your contact information so you're all ready for next year.

GEN CON INFO

Get onto the Gen Con mailing list before January rolls around to receive updates on registration dates and other important Gen Con information. It's easy... Log into your Gen Con account, go to your My Profile page, and see if it says "Mailing Lists: Gen Con". If it doesn't, click the Change button, check the Gen Con box, and click "Update". If you choose to opt out of the email blasts but still want access to Gen Con information throughout the year, check out our Facebook page or follow us on Twitter. Also, check our website throughout the year for information on registration, events, guests, policy updates, and more!

BUY A BADGE FOR 2017

Badge Pre-Registration will begin in January. When the time comes, all you have to do is log into your Gen Con account to purchase your badge at the discounted price.

Remember, there are several types of badges available for Gen Con attendees. You can purchase a 4-Day badge, good for Thursday-Sunday events, or a single-day badge for either Thursday, Friday, or Saturday. Gen Con also have a Trade Day badge for Retailers, Librarians, Educators, Licensing Agents, Publishers, and Distributors, which includes Wednesday programming and complimentary 4-Day access to the rest of the show.

The team is here for you! If you have any trouble getting into your account, purchasing a badge, or anything else on gencon.com, contact customerservice@gencon.com.



CELEBRATE GAMING HISTORY
August 17-20, 2017

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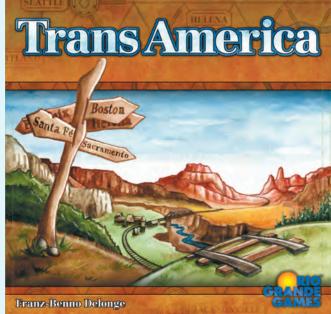
Come visit RIO GRANDE GAMES in rooms 233-236



Join us for free (no fee/ticket required) to try Empires: the latest expansion of Dominion and our other new & classic games!

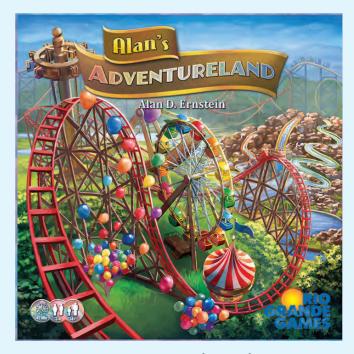








Visit booth 2501 or 1317 to buy Rio Grande games. They will also offer promos with your purchases



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3D Virtual Tabletop	2927
4Ground Limted	
93 Made Games	2503
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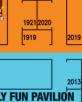
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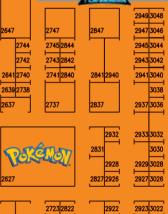


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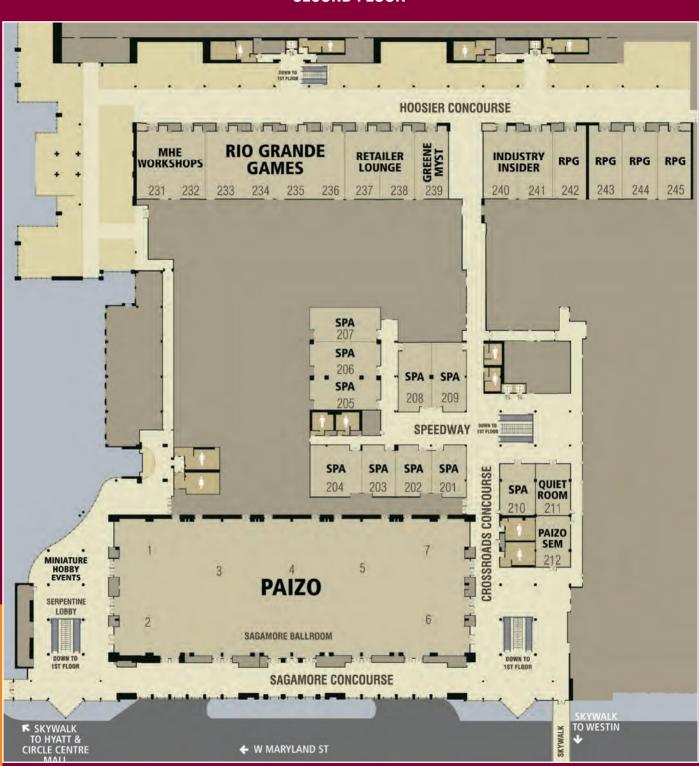
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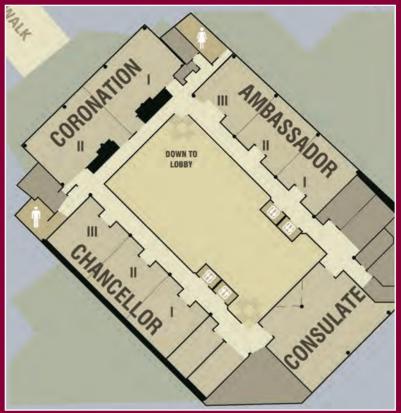


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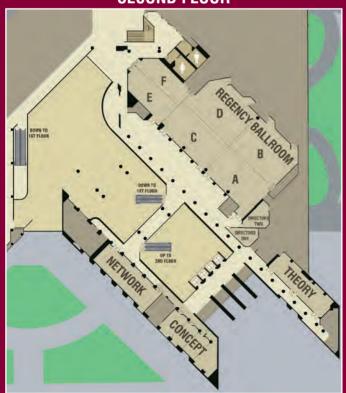
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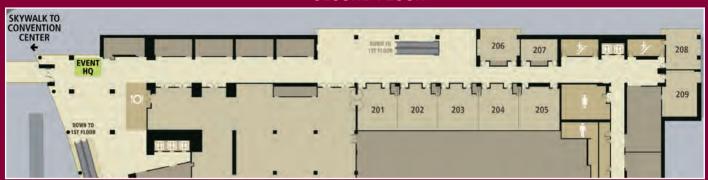


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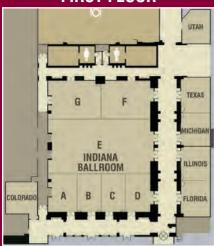
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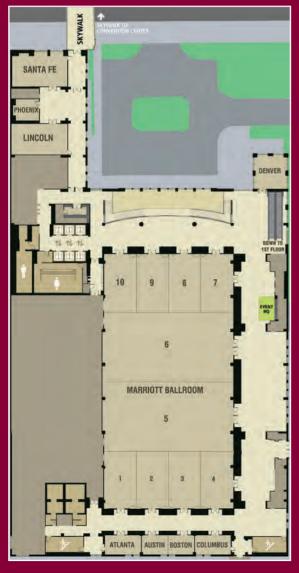
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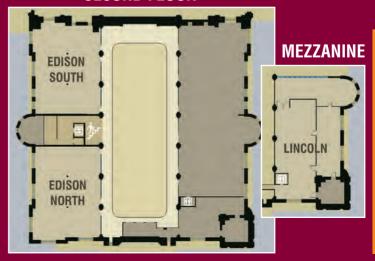
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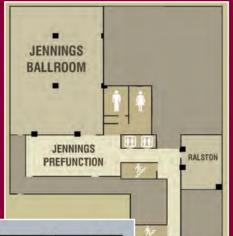
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Greetings Gamers!



I am delighted to welcome you to Gen Con, "The Best Four Days in Gaming!"™ The Visit Indy team and our entire hospitality community look forward to this event every year, and this – the 14^{th} year in Indy – is slated to be the biggest and best yet.

If this is your first time visiting, welcome! We are confident you will find Gen Con and Indy to be a perfect pairing. We are the chocolate and peanut butter of events and cities; unless you're allergic to peanut butter, in which case Indy is whatever you prefer with your chocolate.

If you're one of the tens of thousands of gaming veterans who return to Indy year after year, know that we have been busy adding even more great restaurants and attractions since you were last here. Should you have time to squeeze in a bite or a visit to an attraction before, between, or after the 14,000+ scheduled Gen Con events, here are a few ideas:

- The Escape Room, Indy's new version of this national craze, is prime for game lovers.
- Race your friends, old and new, at the new Speedway Indoor Karting facility owned by former Indy 500 driver Sarah Fisher, just steps from the Indianapolis Motor Speedway.
- Grab a sweet treat at Georgia Street Gelato or Frona Mae Dessert Café.
- Rent a Blue Indy electric car and zip down to Fountain Square for a meal at Pioneer, Spice Box,
- Play an art-inspired round of mini golf at the Indianapolis Museum of Art.

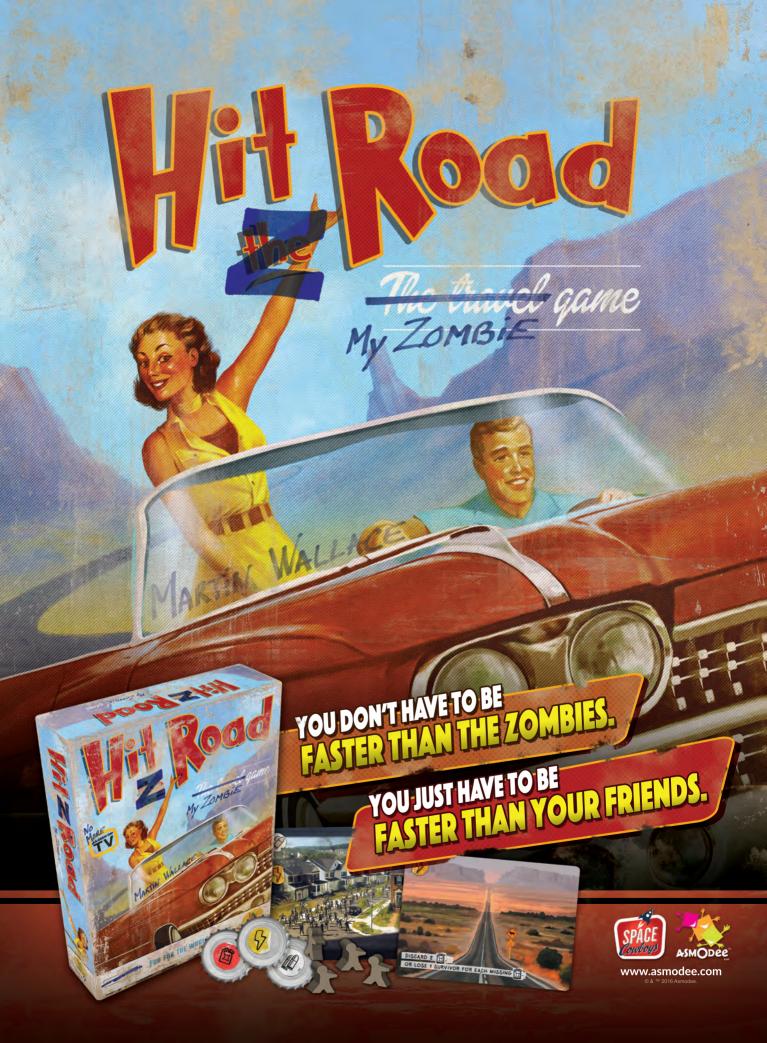
You'll also find some really cool exhibits at our museums, including several commemorating Indiana's 200th birthday celebration. Discover the state's story at "Indiana in 200 Objects" at the Indiana State Museum. Explore the Grand Canyon at the Eiteljorg Museum. Engage with "19 Stars of Indiana Art" on display at the Indianapolis Museum of Art. Or create and admire animal-inspired art with LEGO bricks at the Indianapolis Zoo.

However you choose to spend your time in Indy, know that our entire community is ready to welcome you and deliver an experience that will make you want to come back again and again!

Warm Regards,

Leonard Hoops **President & CEO** Visit Indy





FEATURED FOOD AND DRINK

There are many great places in downtown Indianapolis to quench your thirst and satiate your hunger pangs and each year,

Gen Con partners with great places in the city to help fuel your body for gaming!



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135 N. College Ave (317) 602-3702 sunkingbrewing.com

Sun King Brewing Company is an Indianapolis-based craft brewery with a focus on continually creating traditional seasonal and unique specialty beers. Sun King rolled its first keg of beer out the door in July 2009 and since that time has grown into the second largest brewery in Indiana. They have partnered with Gen Con to create the Official Beer of Gen Con since 2012.

Sun King Brewing will help kick-off Gen Con with a tapping party for the Official 2016 beer, 20-Sided Rye, Wednesday evening on Georgia Street and continue the festivities Thursday with a night of gaming fun! Sun King's beer garden will be open evenings all weekend long. Their beer garden will be open evenings all weekend long from 5 - 10 pm Wednesday and Noon - 10 pm Thursday through Saturday.



1 Virginia Ave (317) 571-0808 scottysbrewhouse.com

Scotty's Brewhouse has been a downtown Indianapolis staple since 2009. They serve great food and great beer, much of which is brewed at their local Broad Ripple brewery. Scotty's Brewhouse welcomes gamers with great gamer movies and a special menu all weekend long! A wide variety of menu offerings including a kid's menu, a gluten-free menu, a lo-calorie menu, hand-pattied burgers, and their signature 7 Tidals Buffalo Chicken Dip, makes Scotty's Brewhouse an ideal destination for convention-goers.

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Born in Indianapolis in 2004, HotBox Pizza has created a mass of fans who go crazy for HotBox's great pizzas and insanely good breadstix. Long-time Gen Con attendees may know HotBox best for its late night delivery, guaranteed to keep the gaming going. HotBox is known as the best delivered pizza in town; combining quality that you would expect from a gourmet pizza restaurant with the speed and efficiency of a pizza delivery shop.

This year, HotBox ran a contest for the Official Pizza of Gen Con 2016 with the winning pizza, Dragon's Breath! Dragon's Breath pizza features hot sauce, chicken, bacon, cheddar, and ranch. They will be serving this fiery food in addition to your usual favorites, but only during Gen Con 2016. As the Official Pizza of Gen Con, HotBox will have a great location on Georgia Street, providing piping hot pizza near the Sun King Beer Garden! HotBox pizza wants to welcome and embrace all Gen Con attendees, and will have great pizza deals, late night delivery, and online or app ordering, that will allow more game play and less hunting for late night eats.

These select restaurants will feature unique menu offerings and/or promotions for Gen Con attendees!



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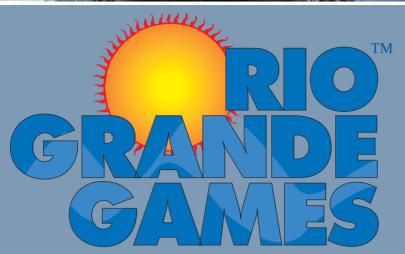
Mayfair Games is a U.S. based company and an international publisher of board and card games suitable for families and hobbyists. Mayfair has more than 30 years of experience and 60+ game titles in print including many long-running games such as Empire Builder™, Pompeii[™], and Family Business[™], along with modern bestsellers such as Patchwork, Nuns on the Run™, Lords of Vegas[™], Costa Rica and Agricola™. Mayfair Games: Making the Games of our Generation! www.mayfairgames.com Visit them at Booth #117 or Hall E to play their latest titles.



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Visit them at their massive Exhibit Hall Experience or in their event space in the Sagamore Ballroom.



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Check out the Rio Grande
Games room (233-236) to play
old favorites like Dominion,
Race for the Galaxy, Roll for
the Galaxy, Bohnanza, Puerto
Rico, Power Grid, Tikal, and for
the kids: Monster Factory, Viva
Topo, and Chicken Cha Cha
Cha. They also have several new
and recent releases: Dominion:

Empires, For Court & King, Elfenroads, International Café, Tin Goose, Alan's Adventureland, Power Grid: the Stock Companies, Roll for the Galaxy: Ambition, and maybe a few surprises.

As always, there is no cost to play in the Rio Grande Games rooms and they offer snacks and drinks from time to time. Rio Grande will host the World Dominion Championship. The prize is \$1000. All are welcome to sign up for the preliminary rounds that will be held on Thursday through Saturday. Winners of those rounds will qualify for the semi-final rounds on Saturday evening.



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CoolStuffInc.com is a leading online and brick-and-mortar hobby retailer based in Orlando, Florida. Founded in 2002, CoolStuffInc.com is a sales leader in hobby gaming.CoolStuffInc. com carries board games, roleplaying games, and collectable card games such as Magic: The Gathering, Pokemon, and Yu-Gi-Oh! Popular board game brands available both in-store and on the website include X-Wing, Star Wars Armada and Imperial Assault, alongside Living Card Games like A Game of Thrones, The Lord of the Rings, and Android: Netrunner. The company also runs GatheringMagic.com featuring new Magic: The Gathering content every weekday.

There are four Cool Stuff Games retail locations in Orlando, Hollywood, and Jacksonville, with a fifth location opening soon in South Orlando, and a sixth coming later this year in Miami. You can learn more about the company at CoolStuffInc.com, and more about our retail locations at CoolStuffGames.com.



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EVENT PARTNER

Since 1993, ACD Distribution has been a leading distributor in the toy and hobby gaming industries, serving both national and international customers. They work with more than 350 publishers to offer a wide array of items from the classics through the hottest new releases. Their tremendous growth over the years is a result of a passion for their products and a commitment to build effective partnerships with retailers and publishers. Are you a retailer? Come say "hi" in their sponsored Retailer Lounge! Their staff continually strives to provide the top customer service in the industry. That's why they are "Simply the Best."

Cards Against Humanity EVENT PARTNER

Cards Against Humanity is a game. Their website is www.cardsagainsthumanity.com. Their room is in ICC 143.



EVENT PARTNER

End Transmission Games is a mom-and-pop independent micropress that publishes original tabletop roleplaying games. They opened their New-York based business in 2012, and have not looked back since.

End Transmission Games is comprised of the two-man wonder-team, Devon Oratz and Mikaela Barree (along with a network of kick-ass freelancers), and takes pride in making games they would want to play. All of their games use completely original rules, do not require that you know other game systems to play them, and won't break the bank! Whether you're looking for sci-fi, fantasy, or something completely different, they'll have what you want. The ETG team will be at Booth #2853 in the main Exhibit Hall during the con, so come say hello, and learn about their events that will be kicking off all week.



EVENT PARTNER

Come visit Pokémon Company International in [Hall B] at Gen Con! They'll have demonstrations of the Pokémon Trading Card Game Online, Pokémon League and Premier Challenges, and much more! The Pokémon Company International, a subsidiary of The Pokémon Company in Japan, manages the property outside of Asia and is responsible for brand management, licensing, marketing, the Pokémon Trading Card Game, the animated TV series, home entertainment, and the official Pokémon website. Pokémon was launched in Japan in 1996, and today is one of the most popular children's entertainment properties in the world. With more than 270 million Pokémon video games sold to date, 21.5 billion Pokémon Trading Card Game cards shipped globally, and nearly 800 episodes in its animation library, the Pokémon brand is stronger than ever.



EVENT PARTNER

The BIG, NEW Ad Magic/ Breaking Games Booth, located at #1749, has the latest in family, strategy, and party games including Cards Against Humanity and Exploding Kittens! Learn from and meet Breaking Games rockstar game designers who will personally teach you their games! Try something new and play Game of 49 or Billionaire Banshee in their new game show format - something you've never experienced before! Check out new releases: Aura, The King's Abbey, 4 The Birds, MoonQuake Escape, Keep Calm & more!

They're hosting hundreds of events as well — word game events, party game events, and enter the Klask Tournament to win a trip to Denmark! They're testing brand new games in First Exposure Playtest Hall too. Come by their Booth #1749 - where you can shop for and demo dozens of games.



EVENT PARTNER

CMON is well known for its focus on high-quality games featuring amazing miniatures and fun, engaging gameplay. Thanks to the support of its fans, CMON has published many critically acclaimed games, including Zombicide, Arcadia Quest, Blood Rage, Rum & Bones, XenoShyft, and more. Many of those titles have inspired successful sequels and expansions. CMON also publishes two established miniatures game lines: Dark Age and Wrath of Kings. Other notable games in CMON's library include Krosmaster Quest, Sheriff of Nottingham, and The Grizzled, to name a few. CMON's games can be found all over the world in all major markets and in multiple languages. At Gen Con 2016, CMON is happy to premiere several new games including highly-anticipated titles like Bloodborne: The Card Game, Unusual Suspects and Potion Explosion. Stop by Booth #509 to see all the new games and don't miss CMON's many scheduled event.



EVENT PARTNER

Experience a Live Escape Room and other Fun Games in Spin Master Games ICC Room 134!

Play the latest in Spin Master games! Since launching HEDBANZ™, the "What Am I?" cardwearing game in 2010, Spin Master has become one of the largest game makers in the U.S., bringing fun to game fans of all ages.

This year, Spin Master invites you to experience the thrill of prison break in a Live Version of Escape Room – The GAME. If you're fast, you might win cash! Limited tickets available at Event Registration. Test your reflexes, memory and musical chops with The Wave. Beat the bell with Spot Five, the fast fruitfinding card game. Try Quick Cups, the fast stacking, color matching game. Play Bellz, the addictively challenging, magnetic game, and Stack Jack, the game of stacking timber. There's open play all day and cash and prizes all day Saturday and Sunday.



EVENT PARTNER

Since 1995, Asmodee has developed and published engaging games for players of all ages. From charming family games to competitive strategy titles, Asmodee and its partner studios have set the standard for innovative gameplay and high-quality components.

Asmodee also publishes many of its own games and distributes games for many different publishers in many different countries. Several of their games have won prestigious awards, such as *Splendor*, (2014 Golden Geek Best Family Board Game Winner), *Dixit* (Spiel des Jahres 2010), *7 Wonders* (Kennerspiel des Jahres 2011), and many others like *Dice Town. Formula D. and Cyclades*.

Stop by the Asmodee Booths #1619, 1719, and 1819 for demos, sneak previews, and designer meet-and-greets. Also stop by the Days of Wonder Booth at #1829 for more about *Ticket to Ride, Small World, Quadropolis,* and a special look at their brand new game, *Ticket to Ride: Rails & Sails*!



EVENT PARTNER

Czech Games Edition is a group of people who love board games first. In 2006, they worked on the first edition of Through the Ages, and we decided that this was we wanted to do for a living.

One year later, Czech Games Edition was founded and published Galaxy Trucker by Vlaada Chvátil. Since then, they have published more than 20 games and expansions; including Codenames, Alchemists, Dungeon Lords, Tzolk'in, Last Will, Space Alert, Dungeon Petz, Tash-Kalar, and more!

They are a small company, but thanks to their partners around the world, you can find their games in over a dozen languages.

In 2014, they expanded into the realm of digital board games, with the implementation of Galaxy Trucker. Since then they have developed the Alchemists Assistant, Codenames Companion, and soon Through the Ages!

Stop by Room 121 and join in the fun!



EVENT PARTNER

Founded in 1995 by CEO Christian T. Petersen, Fantasy Flight Games (FFG) has grown to be one of the premier publishers in the hobby games industry. Having firmly established a reputation for innovative gameplay, immersive gaming experiences, industry-leading customer service, and top quality game components (often enhanced with highly detailed plastic miniatures and beautiful artwork), FFG maintains an ever growing business in the board, card, roleplaying, and miniature games categories.

Some of FFG's best-known titles include games based on licenses such as George R.R. Martin's *A Song of Ice and Fire, The Lord of the Rings,* and *Star Wars,* as well as proprietary titles such as *Arkham Horror, Android,* and *Descent: Journeys in the Dark.*

Explore FFG Booths #809, 817, 1105, and 1117 for demos and sneak previews of some of their newest games.



SHOW SPONSORS



PROMOTIONAL PARTNER

Brotherwise Games (Torrance, CA) was founded in 2012 by two brothers with a love of games, nerd culture, and

all things geeky. Their premier game, Boss Monster: The Dungeon Building Card Game, has been a best seller both nationally and abroad. Brotherwise focuses on games that bring both gamers and nongamers alike to the table. Find them on the web at www.brotherwisegames.com.



PROMOTIONAL PARTNER

Dimension Games is a brand new game company from Detroit. They are at Gen Con promoting an innovative card game called Mechana Rising. Get a sneak peek at Mechana Rising and try it out before it ever hits store shelves! Like us on Facebook and stop by one of their booths for free cards and a game demo!



PROMOTIONAL PARTNER

Lone Shark Games is the design studio behind such fine games as the Pathfinder Adventure Card Game, Lords of Vegas, Unspeakable Words, and Betrayal at House on the Hill: Widow's Walk. In 2016, the Seattle-based company will begin producing its own games, many of which you can demo at the Lone Shark Games booth.

You can try out the brand new Apocrypha Adventure Card Game, The Ninth World: A Skillbuilding Game for Numenera, Thornwatch: the first game in the Eyrewood Adventures series with Penny Arcade, and Sausage Party, a co-production with nerd-rock musicians Paul & Storm, Lone Shark also makes exciting and engaging events such as this year's Magic: The Gathering Shadows Over Innistrad escape rooms, as well as the Gen Con Puzzle Hunt, now entering its 15th year. Come join the Sharks at Booth #2847 for all your Gen Con fun!

PROMOTIONAL PARTNER

MegaCon Games is a small game company in Noblesville, Indiana. They are four gamers who put a lot of effort into doing what they love. They believe in exciting, vibrant worlds, high-quality production values, dynamic miniatures, engaging game play, and having fun with friends.



Come visit them at Room #125 and on the Exhibit Hall floor at Booth #1449. www.megacongames.com



PROMOTIONAL PARTNER

ODAM Publishing LLC is an independent game company that is dedicated to producing high quality traditional game products such as tabletop roleplaying games and board games. ODAM Publishing released their first tabletop roleplaying game, the modern fantasy Of Dreams and Magic, in 2015 and are introducing their second, Dreamscape: Laruna at Gencon 2016. Dreamscape: Laruna serves as both a standalone traditional fantasy roleplaying game and as a supplement to its predecessor, allowing players to use both products in conjunction to tell a continuing story that crosses between worlds.

ODAM Publishing is also in the process of adapting *Of Dreams* and *Magic* into the board game The Shared Dream, and is documenting the process in their blog at www.theshareddream.com More info can be found on their website, www.odampublishing.com

WHITE WIZARD GAMES

PROMOTIONAL PARTNER

White Wizard Games was founded in 2013 by a team of seasoned professional gamers dedicated to creating games that are affordable and fun for everyone. Their first game, Star Realms, a space combat deckbuilding game, exploded in popularity and has won 7 Game of the Year awards. In 2015, Epic Card Game was launched, followed by the launch of the \$100,000 Epic World Championship planned for November of this year. Most recently, Hero Realms, a fantasy deckbuilding game, was funded in seven hours on Kickstarter, and will be released this year to retail. Their games are known for being easy to learn while also having enough strategic depth for even the most advanced gamers.

Their games are designed by two Magic: The Gathering Hall of Famers: Darwin Kastle and Rob Dougherty (developer and co-founder of the Ascension deckbuilding game).



OFFICIAL BEER

Sun King Brewing Company is an Indianapolis-based Craft Brewery with a focus on continually crafting traditional seasonals and unique specialty beers. Sun King is a full-scale production brewing facility serving bars, restaurants, liquor stores, caterers, and sports and entertainment venues across Indiana. The brewery is open to the public for carryout growler, can, and keg sales, and hosts complimentary sampling hours on Friday. Sun King offers pint sales and sampling flights Monday -Sunday.

Just blocks away from the Convention Center, you can schedule a private tour or take one of their complimentary tours of the facility. They proudly serve Hoosier across Indiana and are nationally known for their craft beers. Please visit their website, www.sunkingbrewing.com, for more information.



GEORGIA STREET CELEBRATION SPONSOR

Interactive Intelligence (Nasdaq: ININ) is a global provider of customer engagement and unified communications and collaboration software and cloud services that help businesses improve service, increase productivity and reduce costs. Backed by a 21-year history of industry firsts, 22 patents and more than 6,000 global customer deployments, Interactive offers customers fast return on investment, along with robust reliability and security.

The company gives even the largest organizations an alternative to unproven solutions from start-ups and inflexible solutions from legacy vendors. Interactive has been among Software Magazine's Top 500 Global Software and Services Suppliers for 14 consecutive years, has received Frost & Sullivan's Company of the Year Award for five consecutive years, and is one of Mashable's 2014 Seven Best Tech Companies to Work For. The company is headquartered in Indianapolis, Indiana and has more than 2,000 employees worldwide. For more information, visit www.inin.com.



LOCAL RETAIL PARTNER

Saltire Games Family and Hobby Game Store is a 2700 square foot family owned retail and gaming space on the north east side of Indianapolis striving to create connections between people by unplugging them from their electronic devices and bringing them together across the table. Gamers connect through new editions of beloved standards and the latest releases including those from various independent publishers. Families from toddlers to grandparents reconnect by playing games from their large family game section. The owners create an inclusive environment for all people regardless of disability, ethnicity, gender, or gaming level, host special events and tournaments, and promote local game designers and artisans.



MHE SPONSOR

Games & Gears is one of the world's leading hobby product manufacturers. From innovative high end games to next generation hobby

brushes & hobby products. They also manufacture for the games industry via a multitude of products. At the core of Games & Gears are avid hobbyists and gamers who just happen to be manufacturers! A proud sponsor of Gen Con Miniature Hobby Events for the third year running & makers of Gen Con's very own world famous, highly sought after Gen Con Brush set, Gen Con Legendary Hero "Ranger" miniature set & the dark, crafty and beautifully made Dark Deeds, a Gen Con Edition set, which is an expansion set to the Dark Deeds Game. Their innovative products help support the show and enhance your gaming experience!



MEDIA PARTNER/VIG LOUNGE SPONSOR

We speak Geek! American Mensa is an organization that recognizes those who have an unquenchable thirst for knowledge and chase information obsessively. They would love to have you join them at our local events, national gatherings, and online get-togethers! Smart, social, and so you!

Find out more at americanmensa.org.

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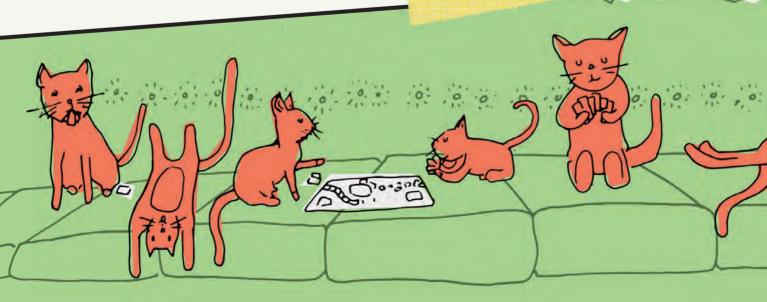
WITH KICKSTARTER AND SECRET HITLER

ROOM 143

onen

10:00 AM - 10:00 PM

"It's the cat's pajamas!"



16TH ANNUAL FC AW



Originally conceived in 2001, the ENnies have expanded from an online award to a wellattended, annual ceremony at Gen Con. Branching out from their roots focused upon d20 system publishers and products, to celebrating the achievements of all tabletop RPGs and the publishers and products that support them, the ENnies Awards ceremony is not to be missed.

Special appearances from gaming luminaries, a silent auction, cash bar and much more are planned for this special occasion.

Join and celebrate this year's winners, and raise a glass to excellence!

2015 ENNIES AWARD WINNERS

BEST ADVENTURE

SILVER: A Red & Pleasant Land (Lamentations of the Flame Princess)

GOLD: Horror on the Orient Express (Chaosium)

BEST AID/ACCESSORY

SILVER: Black Green Call of Cthulhu 7th Edition RPG Dice Set (O-Workshop)

GOLD: Dungeons & Dragons Dungeon Masters Screen Wizards of the Coast

BEST COVER ART

SILVER: Achtung! Cthulhu: Terrors of the Secret War (Modiphius Entertainment Ltd)

GOLD: Rise of Tiamat (Wizards of the Coast)

BEST INTERIOR ART

SILVER: The Strange (Monte Cook Games, LLC) GOLD: Dungeons & Dragons Monster Manual

(Wizards of the Coast)

SILVER: Gnome Stew

GOLD: ConTessa Tabletop Gaming by Women for Everyone

BEST CARTOGRAPHY
SILVER: The Guide to Glorantha (Moon Design Publications)
GOLD: Ninth World Guidebook (Monte Cook Games, LLC)

(Wizards of the Coast)

SILVER: Ken Writes About Stuff Volume 2 (Pelgrane Press) GOLD: Basic Rules for Dungeons & Dragons

BEST FAMILY GAME

SILVER: Atomic Robo The Roleplaying Game

(Evil Hat Productions)

GOLD: Dungeons & Dragons Starter Set (Wizards of the Coast)

BEST FREE PRODUCT

SILVER: 13th Age The Archmages Orrery (Pelgrane Press) GOLD: Basic Rules for Dungeons & Dragons (Wizards of the Coast)

SILVER: The Strange (Monte Cook Games, LLC) GOLD: Dungeons & Dragons Players Handbook (Wizards of the Coast)

BEST MINIATURES PRODUCT

SILVER: Pathfinder Pawns Inner Sea Pawn Box (Paizo Inc.) GOLD: Dungeons & Dragons Icons of the Realms Elemental Evil Boosters (WizKids)

BEST MONSTER/ADVERSARYSILVER: Achtung! Cthulhu: Terrors of the Secret War (Modiphius Entertainment Ltd)

GOLD: Dungeons & Dragons Monster Manual (Wizards of the Coast)

BEST PODCAST

SILVER: Miskatonic University Podcast GOLD: Ken and Robin Talk About Stuff

BEST PRODUCTION VALUES

GOLD: Dungeons & Dragons Starter Set (Wizards of the Coast)

BEST RPG RELATED PRODUCT

SILVER: Temple of Elemental Evil (WizKids)

GOLD: Designers & Dragons: A History of the Roleplaying Game Industry (Evil Hat Productions)

SILVER: MUTANT Year Zero The Roleplaying Game (Modiphius Entertainment Ltd)

GOLD: Dungeons & Dragons Players Handbook (Wizards of the Coast)

BEST SETTING

SILVER: The Strange (Monte Cook Games, LLC) GOLD: A Red & Pleasant Land (Lamentations of the Flame Princess)

BEST SOFTWARE

SILVER: HeroLab (Lone Wolf Development)

GOLD: Roll20 (Roll 20)

BEST SUPPLEMENT

SILVER: Pathfinder RPG: Pathfinder Unchained (Paizo Inc.) GOLD: Dungeons & Dragons Dungeon Masters Guide (Wizards of the Coast)

BEST WEBSITE

SILVER: Tabletop Audio GOLD: The Escapist

BEST WRITING
SILVER: D&D Player's Handbook by Jeremy Crawford, James Wyatt, Robert J. Schwalb, Bruce R. Cordell (Wizards of the Coast)

GOLD: A Red & Pleasant Land by Zak S (Lamentations of the Flame Princess)

FAN'S CHOICE FOR BEST PUBLISHER

GOLD: Wizards of the Coast.

PRODUCT OF THE YEAR SILVER: A Red & Pleasant Land (Lamentations of the Flame Princess)

> Dungeons & Dragons Players Handbook (Wizards of the Coast)

AT A **GLANCE**

LOCATION

Union Station: Grand Hall

DAY & TIME

Friday

Cocktail Reception & Silent Auction 6:30 pm

AWARDS CEREMONY

8 pm

For more information. visit the ENnies booth in the Exhibit Hall.









ALL TIME WINNERS OF BEST PUBLISHER

2001: Privateer Press

2002: Wizards of the Coast

2003: Malhavoc Press

2004: Green Ronin Publishing

2005: Green Ronin Publishing &

Paradigm Concepts

2006: Green Ronin Publishing

2007: Wizards of the Coast

2008: Paizo Publishing

2009: Wizards of the Coast

2010: Paizo Publishing

2011: Paizo Publishing

2012: Paizo Publishing

2013: Paizo Publishing

2014: Paizo Publishing

2015: Wizards of the Coast

2016: FIND OUT FRIDAY!

ALL WINGS, REPORT IN! REENACT THE LIGHTNING-FAST DOGFIGHTS OF THE FORCE AWAKENS TM WITH

US, REPURT IN: REENACT THE LIGHTNING-FAST DUGFIGHTS OF THE LUNCE AWAREN.

X-WINGTM, A MINIATURES GAME OF TACTICAL SPACE COMBAT FOR TWO PLAYERS.

T-70 X-WING



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ENTREPRENEURS' AVENUE

Adam's Apple Games 2965
Adventure Scents 2755
Bink Ink 3054
Brian Games 2858
Capstone Games 2863
Card Caddy 2958
Cehalofair Games 2963
Collins Epic Wargames 2855
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Escape Hatch Games 2859
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Exodus the Trading Card Game 2962 Forge Father Games, Inc. 'Thon' 2759
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Forge Father Games, Inc. 'Thon' 2759 Formal Ferret Games 3058
Forge Father Games, Inc. 'Thon' 2759 Formal Ferret Games

Lace and Lore 2	961
LittleCLUUs 3	062
Mindworm Games 2	757
Red Rocket Farm 2	761
Restauratours 2	960
Roll One Games Limited 3	056
Spellforge Games 2	854
SRG Universe 2	857
StarCalled Studios 2	957
Studio 202 Games 3	
Studio Woe 2	
Summon Entertainment 2	
The WitchBorn 2	
twistocity 2	955
Vesuvius Media2	753
Vile Genius Games 2	860
Winged Motivation 2	763
Wyvren Gaming 2	
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2765	2865	2965
2763 2862	2863 2962	2963 3062
2761 2860	2861 2960	2961 3060
2759 2858	2859 2958	2959 3058
2757 2856	2857 2956	2957 3056
2755 2854	2855 2954	2955 3054
2753	2853	2953



Avenue featured exhibitor, returns to Gen Con in 2016! Visit them at Booth #2827

Studio 6d6, a 2015 Entrepreneur's

Red Raven, a 2015 Entrepreneurs'
Avenue company, has
returned to the Exhibit Hall.
Check them out at Booth # 2657!



GEN CON 2016: INFORMATION

MARKETING FELLOWSHIP RECIPIENTS

Entrepreneurs' Avenue features small businesses joining Gen Con for the first time. Stop by the Exhibit Hall and support these fine exhibitors as they unveil innovative new products for gamers of all types!

Year after year, Gen Con awards merit-based Marketing Fellowships to six new exhibitors that will participate in Gen Con's

popular Entrepreneurs' Avenue. As recipients, these companies enjoy a complimentary booth upgrade. Check out the Marketing Fellowship winners below and other residents of Entrepreneurs' Avenue in the Exhibit Hall. Get a glimpse of what they have to offer and share your findings with your fellow attendees. Tell them where they can get their own new games or other great games!



STUDIO WOE

Studio Woe is a contract art house and creative studio providing concept art, illustration, design, and game specialized art services. Studio Woe was founded

by Brent and Virginia Critchfield with a mission to create "devastatingly awesome" art and tabletop games. They have more than 20 years of combined experience in the Video Game Industry and are publishing their first tabletop game, Gruff. Gruff is a tactical combat card game where you crush enemies by using a specially crafted deck of mutated monster goats. Players choose from a wide variety of goats to create the perfect team.

They've worked on many properties including League of Legends, Darksiders, The Disney Universe, and Warhammer 40k, but they always wanted to create something of their own. They are thrilled to be at Gen Con, diving into this new adventure of creating their own unique board games.

Entepreneurs' Avenue Booth #2865



Based in Orange County, California, Summon Entertainment was founded in 2015 as a developer and publisher of fantasy and sci-fi themed games. Focused on delivering high-quality original titles, Summon Entertainment is dedicated to providing fun and value for gamers, and supporting the retailers serving them.

Summon has

announced their fast-paced, fantasy board game **EPIC ROLL** is on shelves now at select Southern California stores, and available online through the official website.

EPIC ROLL supports 2-3 players, with games typically lasting 15-20 minutes. Players each take the role of a questing hero, competing against one another to be the first to vanquish the fearsome Lich. Players must balance courage and caution as they battle their way towards the Lich and ultimate victory.

Entepreneurs' Avenue Booth #2765



Vesuvius Media is a small, but mighty, Canadian indie game development company. Starting off

by producing online strategy games, Vesuvius Media has branched into new areas of production and currently boasts online games, mobile games, graphic novels and board games in its portfolio. What makes Vesuvius Media different from all the other studios? Vesuvius Media is community-driven. Whether online or on the table, its game designers and developers interact with players, listen, debate, and continually gather feedback. Its community of players help shape the future of its games!

Vesuvius Media is proud to launch Board Game Crafter™ at Gen Con 2016! Board Game Crafter™ is an online service where players can create their own scenarios and rule variations for Vesuvius Media games and share them with the community.

You won't want to miss *Centauri Saga*, Vesuvius Media's first board game, which is one of the only 4X cooperative games available on the market! With the upcoming launch of its second title *Cosmic Pioneers*(and so much more!), make sure to check out Vesuvius Media in this year's Entrepreneur's Avenue.

Entepreneurs' Avenue Booth #2753



Adam's Apple Games is an independent board game publisher based out of the Twin Cities. Creators of the game Brewin' USA, we have untapped a bubbling relationship between craft beer and board games. We strive to build a world in a box, steeped in theme, and fermented to create memorable experiences.

Brewin' USA features 79 craft breweries and their beers across 39 US states. Players bid for key brewing ingredients at auction, brew a bold flight of craft beers, and compete in Brewfests to control the ever-shifting craft beer market demand within the USA. The game incorporates two unique components including aluminum beer bottle caps and a beer coaster inspired map of the USA.

Featured in the second season of Tabletop Deathmatch, Brewin' USA is a lightweight euro game that plays 2-5 players in 60 minutes.

Entepreneurs' Avenue Booth #2965



Digital Dreams Entertainment LLC is an indy game studio which develops games for console and mobile platforms. Digital Dreams is an American development company and founded by Maxim

Novikov and Michael Mendheim.

The company is focused on making high concept and classic retro games. Last year, the studio rebooted the classic first-person shooter, Carnivores: Dinosaur Hunter Reborn™ to PC/Steam to strong reviews and delighted fans. This year, the studio is in full production on Mutant Football League™, the spiritual successor to the classic Sega Genesis game Mutant Football League. The original Mutant League Football was released by Electronic Arts in 1993 for the Sega Genesis. It's blend of monsters, mayhem, and good of American team sports turned the game into a cult classic and a #1 seller.

The studio will also release the iOS and Android versions of the hit tabletop card game, Cinelinx™. The game for people who love movies. Digital Dreams Entertainment makes fun, entertaining and innovative games to entertain your head, engage your hands and kick start your heart.

Entepreneurs' Avenue Booth #2953

-{EIO TRANSMISSION

End Transmission Games is the tabletop RPG micropress that brought you Psionics: The Next Stage in Human Evolution, Epic Space Battles, The DicePunk SRD, and many more! Run by Mikaela Barree and Devon Oratz in Ossining, NY, their books give you the tools to create an exciting, cinematic, gaming experience for your campaigns. Whether you like horror, high sci-fi, fantasy, dungeon crawls, or the exploration of existential questions via setting things on fire, you're covered! Need something for a one-shot, an epic gaming experience, or something completely weird to mess with people's heads? It's all here for you!

End Transmission Games believes in streamlining and simplifying character creation and rules because they know that they have some of the most creative and innovative fans out there. They are extremely proud to work with many talented artists, writers, and playtesters to create games that are fun, compelling, and aesthetically pleasing. Don't see something you want yet? They're always working on something new and love to get feedback. Come check them out! All you need to game with them are some D6s and a pencil!

Entepreneurs' Avenue Booth #2853

VOLUNTEER PROGRAM

Join the team that brings the magic of Gen Con to the gaming world! Volunteering is a great way to get involved in the show, gain valuable experience and insight into the industry, and save a few bucks!

GLANCE

VOLUNTEER HO

Tuesday, 2 pm – 6 pm

Wednesday, 9 am - 9 pm

Thursday – Saturday,

7 am - 9 pm

Sunday, 7 am – 4 pm

VOLUNTEER PAGE LEVELS

Join the Page program for a little fun and some great benefits. Our Volunteer Coordinator, one of our head Captains, has worked at Gen Con for more than 30 years and takes good care of all the Pages, distributing schedules to those who sign up before the show. If you didn't sign up ahead of time but have time to spare while at the convention, feel free to ask our Volunteer HQ staff about joining the ranks to get some of the benefits below.

16-HOUR PAGES RECEIVE:

A Volunteer T-shirt *
Access to the Volunteer HQ Lounge
A full refund on your 4-Day badge **
Two (2) Generic Event Tickets †

32-HOUR PAGES RECEIVE:

A Volunteer T-shirt *
Access to the Volunteer HQ Lounge
A full refund on your 4-Day badge **
Partial hotel reimbursement ††
Four (4) Generic Event Tickets †

- * Volunteer T-shirts are to be worn during the work shift only and are not to be worn after your shift (in bars, nightclubs, etc.), or to gain favor with exhibitors, vendors, etc.
- ** All Volunteers must wear a Gen Con badge while working or attending events in the convention center or any of the surrounding hotels. Reimbursement details can be found in our Volunteer Policies online.
- † Event Tickets will be given to you after completing at least half of your volunteer hours.
- †† Hotel reimbursements are based on a 4-person room occupancy rate (up to \$55 per night). Pages are responsible for making their own housing arrangements.

PLEASE NOTE: All Pages must complete a timesheet and return it to Volunteer HQ onsite to receive reimbursement. For more information on reimbursements, take a look at the Volunteer section on our website, www.gencon.com.







DISCOVER ADVENTURE!

Gen Con always needs great, new volunteers to help make "The Best Four Days in Gaming!"™ a reality. The Volunteer Program has two exciting avenues to explore. Those with a small amount of time to devote to volunteering can check out the 16-Hour and 32-Hour "Page" positions. Those interested in becoming a part of the Gen Con family can join the Mentorship Program, where you will learn the ins and outs of running the world's foremost convention. Whichever route you choose, Gen Con welcomes you!



Tickets Available at Event Registration

SPIN MASTER GAMES LOUNGE







VOLUNTEER RECOGNITION

Gen Con would like to thank the following individuals for all of their hard work and dedication. The convention couldn't happen without them!

VOLUNTEER CAPTAINS & DEPUTIES

Charles Bailey David Benedict Sylvain Bergeron David Blackwell Kristi Briand Charlene Britton Quintin Brown Jeffery Carey Dave Carlson Wes Carpenter Alesia Clardy Faren Coday Sindre Cools Scott Cramer Crystal Cranfill Jon Culver David Culver Renaud Dallaire Steve DeHart **Rrett Dennis** Lorena Diaz Maureen Dominguez Maximilien Dzikonski Amanda Eisenberg Ivan Erickson Nicholas Eutsler Fric Fair Ronald Felice Faith Felice

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Andrea Kachelmeier

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ART SHOW/AUTHORS' AVENUE

Barbara Fisher (Art Show Manager)

AUCTION

Bruce Carson (Auction Manager) Jon Huston (Auction Manager) Katie Fountaine (General Manager) and all the Auction Volunteers!

CARDHALLA

Wil Zambole and his Team!

COSTUME CONTEST

Anne Brown and her Team!

ENNIE AWARDS

Cindy Whitehead

FILM FESTIVAL

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GAME LIBRARY & PICK-UP PLAY AREA

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NSDM

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TRAVEL AND LOGISTICS COORDINATOR

Alesia Clardy

VOLUNTEER PROGRAM

Wes Carpenter, Jr.

WRITER'S SYMPOSIUM

Marc Tassin (Coordinator) and his Team!



...And all of the unmentioned volunteers without whom Gen Con just wouldn't be the same. Thank you!



GEN CON 2016: INFORMATION



KICKSTARTER CARDS AGAINST HUMANITY SECRET HITLER

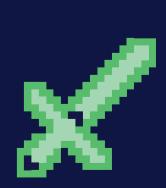
Hidey Hole Room 143

Your quest ends here









OFFICIAL CHA





Each year, Gen Con chooses an Official Charity Partner to help give back to the Indianapolis community. Last year, Gen Con's charity programming generated more than \$40,000 for the convention's 2015 partner, The Julian Center. Since moving its convention to Indianapolis. Gen Con has raised more than \$200,000 for local charities.

From August 4 through 7, Gen Con again will serve as host to numerous charity events supporting The PourHouse, another organization that does powerful, meaningful work in the Indy community.

The PourHouse assists individuals experiencing homelessness to overcome barriers to housing, treatment and healthcare. Through community-style street outreach and a unique peer advocacy approach, they help people define and achieve their goals. They distribute clothing, food, blankets, hygiene products, and related goods on a daily basis. Their biweekly Community Gatherings provide a hospitable environment for them to connect with people who choose not to engage with traditional service providers. Their agenda is simple: Define the next step and determine how they can help someone take that step. This approach creates a framework for relationship. trust and long-term success.

They are recognized as an outreach organization that is critical to the overall picture of addressing homelessness. They specialize in engaging individuals that are considered chronically homeless and severely mentally ill. They have a 24/7 toll free line and have created a unique identification system that provides a link between individuals living on the streets and emergency services. Through partnerships with local service providers, IMPD and the City of Indianapolis, The PourHouse is making a difference in the Indy community.

For more information about them, go to www.pourhouse.org

AT A **GLANCE**

All you have to do to help is do what you love best ... play games and have fun! Check out these exciting events and leave feeling like a hero ...

WALKING CHALLENGE FOR CHARITY

(ZED1687617)

Thursday, 10 am Other World Games Booth 2458

NERD NIGHT @ GEN CON

(ZED1694411)

Thursday, 6 pm

Union Station: Grand Hall

WIG'N'STACHE CHAPTER VI: HEADS OR TAILS, 6TH ANNUAL CHARITY PUB CRAWL

(ENT1692672)

Thursday 9 pm

Union Station: The House

ACES OF PAINTING

(MHE1697975)

Friday, 7 pm

ICC: 2nd Floor Serpentine And then at the Charity Auction!

2016 MAYFAIR GAMES & GEN CON CHAR-**ITY EVENT: SABOTEUR TOURNAMENT**

(CGM1699261) Saturday, 6 pm

Georgia Street: Event Tent

CHARITY AUCTION

Saturday, 7 pm ICC: Room 131-133

CARDHALLA 18 COIN TOSS

Saturday, 10 pm (approx.) ICC : Capital Ave Lobby

STORM THE CASTLE & DEFEAT THE DRAG-ON; EPIC BALLOON POP!

(ZED16100566)

Sunday, 12 pm ICC: Hoosier Concourse

All proceeds go directly to the charity! Please support these events and give.

GAME FOR GOOD!

Your donations make all the difference!

There are many items in constant demand -needs that transcends the efforts of a single organization. For those needs to be fulfilled, it takes the additional efforts of those who share The PourHouse's passion to rebuild the human spirit.





GEORGIA STREET FESTIVITIES

Just outside the doors of the Indiana Convention Center, Georgia Street has become a popular hub for gamers from across the world.

Georgia Street features food trucks, a beer garden, live music, and special events from Wednesday night to Sunday afternoon!

All the festivities are free and open for both convention attendees and the curious passerby of all ages. Badges are not required!





FOOD TRUCKS

Georgia Street will be the ultimate culinary destination for gamers.

There will be more than 40 of Indianapolis's best food trucks to dish up gourmet dishes from a wide variety of cuisines all weekend.

Food Truck Shifts: 11 am – 4 pm 5 pm – 10 pm



GEORGIA ST. SCHEDULE

WEDNESDAY, AUGUST 3

Sun King Beer Garden opens at 5 pm! Come join the madness, and enjoy this pre-Gen Con kickoff party. Gen Con's Official Sun King Beer "20-Sided Rye" will be available for purchase to attendees ages 21+, with ID.

Opening Band Water Street Bridge, featuring Goater, Jocko and Nox, will bring to the stage a studio blend of Celtic, blues Americana, shanty, jazz, Creole, folk, art rock, reggae, comedy, and original songs into something that can only be described as "eclectic



6 pm Headliner **The Way Down Wanderers** are equal parts fast-paced and soulful. They draw listeners in with energy, originality, and soulful generosity. Playing, performing, and writing together for two years, the Wanderers have built an enthusiastic and fast-growing following.



Revelers of all ages are welcome to enjoy the free music and fun! Sun King will have an evening beer garden on Georgia Street throughout Gen Con.



BEER SERVING HOURS

Wednesday - 5 – 10 pm Thursday - Noon – 10 pm Friday - Noon – 10 pm Saturday Noon – 10 pm



HotBox Pizza, the Official Pizza of Gen Con, will have piping hot pizza available all weekend long including the winning custom pizza, **Dragon's Breath**, in addition to your usual favorites.

GEORGIA ST. SCHEDUL

THURSDAY, AUGUST 4



playTable

Thursday 11 am - 4 pm Experience Playtable in the Georgia Street tent! Playtable is a game-changer: the world's first board game console! Try it for FREE.

Then, join Sun King Brewery for a night of Fresh • Local • Beer and games! Back again, the infamous 20-Sided Dice Rolling Contest along with several new games, Yardzee, Giant Jenga, Mega Connect, and more. Game night begins at 5:30 pm in the tent next to the Sun King Beer Garden on Georgia Street!





SATURDAY, AUGUST 6



This year, Gen Con Co-Sponsor Mayfair Games returns with a **Saboteur** tournament for charity! Bring your subterfuge and dwarven mining skills and join them for their annual charity gaming excitement on Georgia Street!

All dwarves will play in multiple rounds for a seat at the semi-final and ultimately the final table where 1st place will win a seat in the Saboteur World Championship being held in Budapest, Hungary on November 26, 2016 (travel & 2 nights lodging included)! 2nd place will receive a seat in the World Championship tournament, a \$300 travel voucher (courtesy of Mayfair Games) and 2 nights lodging (courtesy of Amigo Games). All players will receive a great swag bag full of Saboteur goodies!! Will you earn your gold as a Miner or the Saboteur?

Join us for a fun evening while supporting a good cause! All proceeds will benefit The PourHouse, Gen Con's 2016 Charity Partner. Get your tickets today!

FRIDAY, AUGUST 5



Interactive Intelligence Sponsors Georgia Street Fun

Interactive Intelligence is taking over Georgia St. in Downtown Indy the evening of Friday, August 5! Come try out their interactive dungeon delve, and you may just win a prize that all gamers are sure to love! You can hang out, listen to cool bands, and learn about their cutting edge technology, PureCloud.

Save the date for a great evening!

7 pm - The Yavin 4 performs! The Yavin 4 are a group of local Indianapolis musicians performing original rock & roll music, inspired by their love of Star Wars



8 pm – Gen Con favorites, The Doubleclicks (pictured above), return for a live matinee show. They are a pair of sisters from Portland, Oregon who write songs that are snarky, geeky, & sweet about topics ranging from Dungeons & Dragons to burritos & Velociraptors.

SUNDAY, AUGUST 7



YO-KAI WATCH is coming to Gen Con 2016! On Family Fun Day, August 7, come out and visit the YO-KAI WATCH tent on Georgia Street to play with the new Trading Card Game and the latest YO-KAI WATCH toys from Hasbro, take photos and dance with Jibanyan, and grab giveaways while supplies last!

Yo-Kai Watch activities will run from 10 am - 4 pm Sunday.



DIANA JONES AWARD

For the 16th consecutive year, the Diana Jones Award by Ross Cowman (www.heartofthedeernicorn.com/ for Excellence in Gaming celebrates everything that's the best about gaming! That can mean a game system or supplement, a magazine, a company, a designer, an event or convention, or any other entity that shows gaming at its absolute zenith.

The announcement of the Diana Jones Award winner is one of the first events at Gen Con. During the months before the show, the Diana Jones Award Committee — a mostly anonymous group of gaming alumni and illuminati from around the world begins discussions about the best and brightest from adventure gaming in the previous year. After much playtesting, discussion, and voting, the nominations are whittled down to a shortlist, which is the cue for more discussion and voting until a single winner is declared.

At a private event held the Wednesday before Gen Con begins, winners receive the traveling Diana Jones Award trophy, a perspex pyramid containing the burnt remains of the last unsold copy of TSR's Indiana Jones RPG from 1984. To find out why the trophy takes this unusual form, visit DianaJonesAward.org

The award was set up in the year 2000 with the first trophy given out at Gen Con 2001

The items on this year's shortlist are:

- ConTessa, the group that runs events to get more women to play, talk about and create tabletop RPGs (www.contessa.rocks)
- Fall of Magic, the collaborative storytelling game played on a scroll more than 1.5 metres long, designed

product/fall-of-magic-scroll-edition/)

- Eric M. Lang, the acclaimed and multi-talented creator of over a hundred published games (www. ericmlang.com)
- · Larpwriter Summer School, the annual international five-day expert course that has pushed forward the boundaries of LARP design (www. larpschool.blogspot.co.uk)
- Pandemic Legacy, the cooperative campaignstyle board-game by Matt Leacock and Rob Daviau

The DJA would like to extend a special thanks to the sponsors of this year's awards ceremony:

3lb Games, Andrew Hackard, Atlas Games, Cabinet Entertainment (producers of Mutant Chronicles and Conan), Chaosium, Chaldea (Peter Adkison's film company), Christina Stiles, Evil Hat Productions, Gamehole Con, Gaming Paper, Gen Con, Greater than Games, Janice Sellers, Jonathan M. Thompson, Legendary Games, M Alexander Jurkat, Magpie Games, Matt Forbeck, Monte Cook Games, Moon Design, Nexus Game Fair (the best games convention in Milwaukee), The Onyx Path, Peter Adkison, Through Gamer Goggles, Renegade Games, Richard Ankney, and Storium.

To discover who has won the 16th Annual Diana Jones Award, check DianaJonesAward.org after the

- 2000: Peter Adkison, founder of Wizards of the Coast (and now owner of Gen Con LLC and Hostile Work Environment)
- 2001: Ron Edwards and his self-published RPG Sorcerer
- 2002: Joint award: Jordan Weisman (FASA, WizKids) and Nobilis RPG
- 2003: My Life with Master by Paul Czege, from Half-Meme Press
- 2004: Ticket to Ride by Alan R. Moon, from Days of Wonder
- 2005: Irish Game Convention Charity Auctions
- 2006: The Great Pendragon Campaign by Greg Stafford
- 2007: Joint award: Grey Ranks RPG and Wolfgang Baur
- 2008: Dominion by Donald X. Vaccarino, from Rio Grande
- 2009: BoardGameGeek.com, edited by Scott Alden and Derk Solko
- 2010: Fiasco by Jason Morningstar, from Bully Pulpit
- 2011: Nordic Larp by Jaakko Stenros and Markus Montola
- 2012: TableTop by Wil Wheaton, from Geek & Sundry
- 2013: Hillfolk by Robin D. Laws, from Pelgrane Press
- 2014: Guide to Glorantha by Greg Stafford, Jeff Richard, and Sandy Petersen, from Moon Design Publication

GEN CON 2016 @ 1

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AND WE'RE ALL OUT OF BUBBLEGUM.

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CHECK OUT THESE GAMES AND MORE AT

BOOTH #2853 IN THE MAIN EXHIBIT HALL!

GEN CON 2016 : INFORMATION

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OFFICIAL GEN CON MERCHANDISE

Get your Officially Licensed, Gen Con approved 2016 merchandise from the partners listed below!

OVERVIEW OF GEN CON BRANDED ITEMS

PARTNER COMPANY	LOCATION/BOOTH	BRANDED ITEMS	
Con*Quest Journals	2655	Gen Con 2016 Journals	
Crystal Caste	429, 1225, 1929	Gen Con 2016 Dice Tin	
Games & Gears	2404	Ranger Mini and More!	
Legion Supplies	260	Storage Tin	
OffWorld Designs	329, Capitol Avenue Plaza, Wabash Lobby	Offical Merchandise/ Apparel	
Starwind Design	1245	Dice Bag	
Syrinscape	1143	Audio SoundSets	
Ultra Pro	717	"One Shot Dice"	



BOOTH 2404

Games & Gears is returning to the convention with an all-new line-up of exclusives including the first Gen Con Legends Miniature for the Gen Con Ranger!





BOOTH 2655

Con*Quest Journals™ is excited to launch their new line of officially licensed hardback, leather, and junior-sized Gen Con Yearbooks, tote bags and graph paper!





BOOTH 329, CAPITOL AVENUE PLAZA, WABASH LOBBY

The official clothing and merchandise partner of Gen Con, OffWorld Designs, is back with amazing new items for this year and additional locations in the Capitol Avenue Plaza and in the Wabash Lobby! If you're looking for great articles such as t-shirts, hoodies, pint glasses, baseball hats, or more, look no further! Many of these items will sell out on-site. OffWorld has a limited number of extra stock that they will sell post-show on offworlddesigns.com. If you aren't able to grab your items at the convention, make sure to check their web shop at offworlddesigns.com!





GAMES & GEARS GEN CON COLLECTORS EDITION 2016 XTREME DETAILED BRUSH SET

Next Generation Hobby Brushes: Gen Con Collectors Xtreme Detailed Brush Set. Superior quality brushes for the ultimate miniature painting experience.

High end Kolinsky Sable.

Comes in 3 brushes: 000, 00, 0.

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Official Licensed Product







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Gen Con Games & Gears Bundles:

Masters Work Starter set:

+ Gen Con Masters Work set 34.00 USD

Masters Work Survival kit:

- + Gen Con Masters Work set
- + Masters Brush Soap set + Masters Brush Towel
- 52.00 USD

Xtreme Detailed Brush Starter set:

+ Gen Con Xtreme Detailed Brush set 42.00 USD

Xtreme Detailed Brush Survival kit:

- + Gen Con Xtreme Detailed Brush set
- + Masters Brush Soap set
- + Masters Brush Towel 60.00 USD

- + Gen Con Xtreme Detailed Brush set
- + Gen Con Masters Work set
- + Masters Brush Soap set + Masters Brush Towel

94.00 USD 85.00 USD (SAVE \$9)

Dark Deeds: 60.00 USD

Dark Deeds at Gen Con Edition: 18.00 USD

Dark Deeds & Gen Con Edition set: 78.00 USD 75.00 USD (SAVE \$3)

Dark Deeds Gen Con Ultimate Bundle: + Dark Deeds

- Dard Deeds at Gen Con Edition
- + Dark Deeds at Adepticon Edition 98 00 USD 90.00 USD (SAVE \$8)









BOOTH 260

These branded tins from Legion Supplies have returned! The branded tins are great for storing deck boxes, life counters, beads, and much more! Plus, they make a great lunchbox to bring your delicious meal to your gaming table.



Starwind Design

BOOTH 1245

Starwind Designs have embroidered dice bags for the past several Gen Cons and they have become a destination item for dice enthusiasts. The all-new navy Share Your Legends Gen Con 2016 bag with top-notch stitching and soft fabric which makes this bag a "must-buy!"





BOOTH 429, 1225, 1929

The popular Crystal Caste dice sets are back again for Gen Con 2016! Grab yours today to help commemorate your Gen Con 2016 experience.





BOOTH 1143

Experience Gen
Con year-round with
the official SoundSet
from Syrinscape! The
Gen Con SoundSet
transports attendees
to the exhilaration of
the legendary Gen Con
Exhibit Hall, regales with
cosplayers and character
stories, and unleashes a
massive monster attack



on the convention. Featuring more than 600 lovingly crafted sound samples contributed by Gen Con 2015 attendees who stepped up to the Syrinscape microphone, the Gen Con SoundSet is a spectacular audio oasis to keep you in the Gen Con state of mind for the other 361 days of the year, all at the touch of a button on your mobile device, PC or Mac.

Ultra-PRO°

BOOTH 717

Ultra Pro is bringing a Gen Con exclusive "One Shot Dice" for 2016. Visit their booth to grab this exclusive item and to check out the rest of their items!





LOOK FOR

SUN KING BREWERY 20-510ED RYE

THE OFFICIAL BEER OF GEN CON® AVAILABLE NOW IN LIMITED EDITION COLLECTOR CANS

AND DON'T FORGET TO VISIT THE

SUN KING BREWERY

BEER GARDEN ON GEORIGA STREET

OPEN WEDNESDAY EVENING - SATURDAY OF GEN CON

TRUE DUNGEON

NEW LOCATION

True Dungeon has moved to its new location inside of Lucas Oil Stadium's exhibit space!

Looking for direction information and maps of Lucas Oil Stadium? Gen Con's map pages inside this Program Book provide clear directions on how to locate this new space.



Real Dungeon. Real Props. Real Cool. TM

Never participated in True Dungeon? This event offers an immersive twohour gaming experience that starts in an amazing pre-game environment and then thrusts you into an adventure complete with great sets, props, NPCs, and animatronic monsters.

True Dungeon boasts two consecutive adventures, and this is the first year of the new four-year story arc! Play the new events to find out how the story arc begins.



Players will face many terrors and challenges as they tread into the deepest realms of the Underdark as they give chase to a mind flayer bent upon a grand scheme to gain a set of powerful relics.



The party must enter the bizarre abode of a twisted mind flaver to discover the details of his vile scheme. Perplexing puzzles and bone-chilling monsters await!

Two slightly different versions will be offered: one more puzzle-oriented, the other more combat-focused. You can play either one or do both!

Many True Dungeon events still have available tickets, so check online at gencon. com or just drop in at the True Dungeon HQ.

> Don't have True Dungeon tickets? Generics tickets are accepted!

Events start every 12 minutes (with intermittent breaks) throughout the weekend.

LOCATION

Lucas Oil Stadium: Exhibit Hall 2

DAY/TIME

Thursday - Saturday 9 am - 10:51 pm

> Sunday 9 am - 1:03 pm

Collectible Treasure Tokens are available at our visitor area in Lucas Oil Stadium; open to all with a Gen Con 2016 badge.



TRUE DUNGEON 101 SEMINARS

Free

Are you new to this event? Are vou a veteran fan? The Dungeon Delver's Anonymous members will present a game mechanics primer, and share how to enjoy your time in True Dungeon.

SEM1696433 - SEM1696435

*Seminars are located at the Crowne Plaza



TRUE GRIND: SEIGE AT DEEPERDARK \$30

A combat hackfest for those who love True Dungeon's combat system. Players must survive an onslaught of the minions of the Deeperdark. Knowledge of True Dungeon's combat system is required.



PREMIERE EVENTS

With 15,500+ events at Gen Con 2016, you may find it difficult to pick a place to start. There are so many great options! Gen Con's Premiere Event groups meet Gen Con's highest standards of event excellence. Some groups have ran events at Gen Con for DECADES! This program book list is Gen Con's way of saying "THANKS" to the great PEGs.

Want to learn how your event group can become a Premiere Event group? Email events@gencon.com with the Subject "Premiere Events Groups."



ΔEG

AEG features tournaments for exciting board games and card games. Not only do they host the popular Big Game Night, they also run events for many games throughout the show. This year, AEG brings Card Crafting to Gen Con 2016 with Mystic

Vale. This innovative new game allows players to build their cards while they play, customizing abilities to play to their strategy. AEG will also have events for Fantahzee: Hordes and Heroes, where your dice are all that stand between your town and the hordes!

CATALYST

Shadowrun, Battletech, Alpha Strike, Crossfire, The Duke, Valiant RPG, and more!

The Catalyst Demo Team is dedicated to providing a fun experience to convention attendees at any one of their many Catalyst Game Labs events. Stick it to the corps in Shadowrun! Want to jump into a mech and take on enemy clans in Battletech or Alpha Strike? Enjoy the shadows and deckbuilding games? Try Shadowrun: Crossfire! Compete one on one with award-winning The Duke tile-laying game. Become a super hero and fight off

evil villains in the Valiant RPG. Catalyst offers a chance to sit down and try out fun and challenging board games like Vikings, Jarl, and Balance of Power.





EXILE GAME STUDIOS

Den of Ubiquity is the place to be for Ubiquity-powered RPGs!



To participate, just register for any RPG with Den of Ubiquity in the title—or better yet, register for more than one. Game sessions have been made a little shorter so players can mix things up and try out several different games over the course of the evening!

AERODROME ACE

Aerodrome® 1.1 is a simple, easy-to-learn, fun-to-play table-top game of aerial combat in World War I. With simple yet elegant rules, players "fly" colorful models of WWI aircraft, using wooden "cockpit" control panels to determine maneuvers and telescoping poles to simulate multiple altitude levels, and each side attempts to shoot down the aircraft of the other side. Actual medals are awarded and special addition cards for first time kills, achieving five "kills" or Ace. Plus dozens of other awards! A perennial favorite at conventions, hundreds of convention attendees, club members and

individuals have enjoyed playing Aerodrome® 1.1 since 1994; the game is played by groups around the U.S., as well as in England, France, Italy, Greece, Australia, Hong Kong, and Brazil.





CHAOS HAUNTED TOURS

Listen closely for the ghosts calling your name. Prepare yourself for an evening of fun and ghost stories as Chaos Haunted & Historical tours take you on along a dark pathway into the haunted downtown district of Indianapolis. This 90-minute walking tour will visit strange and notable locations in hopes that you'll catch a glimpse for ourselves of something unexplainable from beyond the veil. You'll hear frightening tales of the past and some of the rich history of the city. Along the way check out a few EVP (Ghost Voices) taken at various Hooiser Haunts. Hear about one of the most notoriously haunted bars of Indianapolis, train passengers that never made it to their station, ghostly firemen, and much more along the way!





EVIL FLEET PRODUCTIONS

Evil Fleet Productions has earned Premier Event Group status every year it's been offered. The secret of their success is simple: they channel their inferiority complexes and pathological need for approval in ways that benefit you, the gamer. Sure, they understand how important Gen Con is to you. They know that this may be the only vacation you get to take all year, that travel and lodging expenses aren't cheap, and that your gaming time is even more valuable than money. They spend their year



brainstorming, writing, and play-testing every event they host at Gen Con. All of that is just the delicious frosting on a neuroses-filled cake, so get yourself a slice! Evil Fleet Productions: because every clouded mind has a silver lining



Visit Booth #1501



EMIERE EVEN



GOODMAN GAMES

Fantastic old-school RPG adventures from Goodman Games! They're best known for the Dungeon Crawl Classics RPG (DCC RPG). Most of their Gen Con

events are sold out, but you can still drop in to their popular tournaments! All it takes is a generic ticket. Once someone at the table dies, it's first-come, firstserved from those in line for next play.



OF SAN MARCOS

The Guild of San Marcos runs storyfocused living campaigns using 7th Sea (1st Ed.) 2016 is Year 6 of The Heroes of Altamira. This year, they'll premiere two new adventures, To Light a Candle and Old

For returning players, the recommend Personal Agendas. This sandbox adventure lets you decide your Hero's actions (fight a duel, gossip, or anything

else). Finally, DOMINGO GIGANTE!, their end-ofthe-con event gives you one final chance to play any currently released event. Want to know more? Check out www.guildofsanmarcos.net!

HEX GAMES

Games for people who like fun, not math! Hex Games are usually a little off the beaten path, and this year's no different. They're running new scenarios for old favorites like Sex, Lies & Ultraspies, Laser Ponies, and the ENnie-award-winning Hobomancer, as well as all-new games like How the Musketeers Stole Christmas, Luchadores Versus, and I Psi. In addition to QAGS games, they'll be showing off their brand new game system Cinemechanix, with games featuring cavemen, dinosaurs, and postapocalyptic road warriors (not necessarily all in the same game).

Cinemechanix improves upon the simplicity of QAGS and ruthlessly steals storytelling techniques

from your favorite authors, directors, and TV producers to allow GMs to run fast-paced, story-oriented campaigns that feel like a great television series. Whatever you're looking for, Hex has a game for you ... unless you're looking for something boring



GRIMSLINGERS

GREENBRIER GAMES

Greenbrier Games' newest game Grimslingers is debuting at Gen Con 2016. Grimslingers is a strategic, sci-fi fantasy western themed card game, featuring two different modes of play - versus and co-op. Go head to head or work together through a narrative campaign, battling strange creatures and exploring The Forgotten West. Stop by Booth #2339 or

pre-order a copy now and get a free promo pack. Strategically plan your opponent's next move in Escape the Sanitarium and manage your resources to escape the asylum!



GREYHAWK REBORN

Greyhawk Reborn is the longest running 5th Edition D&D living campaign! Again explore one of the oldest, most beloved campaign worlds of all time. Grevhawk will come alive as your characters, your HEROES, wander upon the Flanaess, pushing back the darkness. Create PCs in your favorite world with classic races and classes in a world using the Living Greyhawk campaign as

In 616 CY, it is a dangerous world where people have fled from the wilds to the protection of settlements. It is world where heroes are needed. Create mighty warriors, powerful wizards, saintly clerics and dubious rogues. Your characters' actions will shape the world of Oerth. They believe in a shared storytelling experience between the players and DMs, in a campaign where role-playing and roll-playing are not mutually exclusive.

INDIANA LANDMARKS

Explore Gen Con's host city of Indianapolis and the hidden gem of the Indianapolis City Market Catacombs during Indiana's Bicentennial celebration! Your tour will begin with a 34 mile walking tour of downtown Indianapolis, as you visit the Indiana Statehouse and the Soldiers and Sailors Monument on Monument Circle - the symbolic heart of the city - before arriving at the City Market. Once at the Market, your tour takes you underneath the Market to the Catacombs. Their Catacombs don't have bones or crypts, but feature scores of brick barrel-vaulted arches and are the Roman-looking underground remains of Tomlinson Hall, built in 1886 and destroyed by fire in 1958. Your underground tour will share the history of the Catacombs, Tomlinson Hall, and the City Market. Before returning to the Convention Center, you'll have time to visit the food vendors at City Market. Total walking distance is 1.5 miles.





INFINITE IMAGINATIONS, INC.

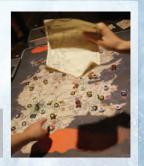
III has been running events at Gen Con for more than 30 years with a focus falling squarely on the enjoyment of their players. They run more than 100 events covering everything from seminars, board games, trivia contests and game shows, to RPGs and LARPs. Spanning every genre, III has something for gamers of all ages! On Sunday, they'll continue to introduce children to LARPing in Castle Stuffies where every child goes home with a free stuffed animal!

IOCANE PRODCUTIONS

locane Productions is dedicated to providing a first-class, cinematic LARP experience. Their games are designed to be learned and played by anyone quickly and easily. They prioritize complex characters, simple mechanics, real conflict, and face to face interaction. Their first LARP, BSG: Valkyrie's Last Stand premiered at Gen Con 2011. Since then, locane Productions has created three unique Battlestar Galactica LARPs and three unique *Game of Thrones* LARPs. 2016 marks the premiere of The Bunker. The Bunker gives players a front-row seat to the apocalypse, provided they can get through the door...

locane Productions is also the designer of The Situation Room Experience, a 40-role foreign policy simulation opening at the Ronald Reagan Presidential Library and the George W. Bush Presidential Library in the Fall of 2016.

Productions Productions





IRON GM

Play at the Iron GM™ Championship

The world's most hardcore GMs are on a mission to give you the game of your life! Competing GMs take three secret elements and improvise hours of gaming brilliance just for you. Score your GM after your game and help choose the best

GM on the planet. Rub elbows with industry celebs, while stunning models throw plushie d20s at you and hang shiny dice around your neck for each nat-20 you roll. Every player shares thousands in prizes and giveaways just for showing up! Compete in Player Olympics during intermission for a chance to win even more. Don't miss the gaming event of the year. A 3.5 SRD event – unless your GM offers and you accept an alternate system, in which case anything goes.

Think you're the best GM in the world? Prove it! You have an hour to weave an adventure from three secret story elements, then amaze players you've never met with the game of their lives. Triumph over the amazing talents of past champions. Out-game the Iron Contenders, those GMs victorious at regional semifinals across the nation who converge on Gen Con to chase the crown. Share an unbelievable prize chest worth thousands just for competing, but only the top three win big – and only one earns the Iron GM title. Be the world's next Iron GM!

MESA MUNDI

For the fourth year in a row, Mesa Mundi is running "The Crawl" a massive, sprawling series of dungeons played using Mesa Mundi's powerful D20PRO virtual tabletop system and gorgeous, massive touch-screen technology. The theme this year is charity as the characters will be Crawling For (IV) the charity of their choice (orphaned orcs?) Mesa Mundi will also donate a portion of all ticket sales to the Gen Con Charity, The PourHouse. Because the listed games sold out so fast, Mesa Mundi has added additional sessions of The Crawl IV that will run on a second table!

Mesa Mundi will offer beginning and advanced tutorials on how to use D20PRO to take your roll playing game to stratospheric levels. These include an introduction to the new features that go beyond d20 games.





METALHEAD MINIS

Metalhead Minis classes teaches different techniques for painting miniatures and models such as Beginner Miniature Painting, Miniature Basing, Intermediate Basing, and more. Lyn Stahl of Metalhead Minis, has more than 20 years of teaching and training

experience. The classes are designed to cater to all different types of learners (auditory, visual, and hands-on). Both children and adults successfully learn in the classes. Materials are always provided (unless otherwise noted). Classes are sponsored by Reaper Miniatures, Darksword Miniatures, Red Box Games, Hasslefree Miniatures, Bombshell Miniatures, and Secret Weapon Miniatures.

MU SKULLS

You sit, sweating. The hard wooden chair gives you no respite from the pressure at hand. You glance around. Silence engulfs you as your head swims. How did it get this far? There was a boat, a plane, there was fire. There was an island. There was murder. Who would believe you? Who could believe you? The Madness. The Horror. The Terror. The Macabre. The Bedlam. It sounds like something out of a dream. No, a nightmare! As you rise you hear the judge. His words ring

in your ears.
"Guilty by reason of insanity."
Welcome to the world of the MU
Skulls



MIND'S EYE SOCIETY

LARP Events focused on exploring the hidden horrors of the World of Darkness! The Mind's Eye Society focuses on providing immersive, high quality LARP events in the World of Darkness. Both Events are parlor LARPs with an emphasis on roleplay, costuming, and what it means to experience personal horror from the perspective of one's character. Above all the Mind's Eye Society seeks to provide an engaging, welcoming LARP experience for new and veteran players alike.

In Dark Renaissance the Camarilla is beset by internal and external threats that threaten to topple the sect and engulf the Kindred in fiery chaos. Meanwhile in Rage Across the Heartland, the Garou and their allies struggle against the Wyrm and their own hubris.





The goal for their lessons is to help you grow your skills. If you never painted before, if you've painted a little, or if you just can't reach that level of perfection they are here to help. Every year they focus on new techniques and grow as a group to help expand knowledge. What sets us apart from the rest is the amount of personal time they spend with each person in their lessons. They cap their events with low attendance to make sure they can check your work and move you along the path at your speed. They even have an event at the end of the weekend to come and hang out practicing your skills alongside of us. Walk-ins welcome, if they have room!

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PREMIERE EVENTS

PAMEAN GAMES

Pamean Games is excited to bring its unique brand of steampunk adventure to Gen Con for a sixth year. They crafted a slate of all-new Brass & Steel events that push the boundaries of steampunk gaming into uncharted regions of fun and adventure. They provide pre-generated characters for all their events, both to save time and to guarantee that there are plenty of interacting character hooks for players to exploit right from the start of the event. This year's scenarios continue their tradition of globe-trotting adventure, with nine tabletop events and two LARPs featuring locales both familiar and exotic, including the decadent French colony of New Orleans. A huge cast of unforgettable characters await players to bring them to life.

The definitive steampunk experience for Pathfinder RPG!



PURE STEAM

The Pure Steam event group specializes in quick RPG events (4 hours) which drop you right in the middle of steampunk action using the most familiar game system available. Players with any experience level are welcome, as their GMs have impeccable tableside manners. Their events focus on steampunk Americana, giving fresh life to familiar tropes such as the fight atop the speeding train or the mad scientist's lair.

The Pure Steam Campaign Setting expands your options for play within the Pathfinder RPG by adding steampunk focused races, classes, feats, tech, and



adventures. The 2013 release of the core book introduced players and GMs to the Chaplain and Gearhead base classes, as well as archetypes, monsters, and vehicles which focus on low-no magic options for play in the age of steam. The 2016 release of Westbound will add the Marshal and Tech Savant base classes, as well as archetypes, tech, and vehicles to give you steampunk Wild West adventure. Find out more at http://puresteamrpg.com.

SLUGFEST

SlugFest Games is excited to present their annual Red Dragon Inn Doppelganger Tournament! Each player gets randomly assigned a character, and first must play against other players piloting the same character! After the first round has determined who is the "real" Fiona, Gerki, etc, the surviving players play a single-elimination tournament until only one

adventurer is left standing! Serious *Red Dragon Inn* fans won't want to miss this one! Come and play RDI for fame, glory, and fabulous prizes!

GAMES

THE DICE TOWER

Join Tom Vasel, Zee Garcia, Sam Healy, & Eric Summerer in a live segment of The Dice Tower podcast. Industry guests will provide inside info on upcoming games. Yes, there will be singing! And prizes will be given away! Following up on this smash-hit event from Gen Con 2015 (sold out in under one day), The Dice Tower podcast takes their show on the road to Gen Con, entertaining

you in many ways, including the usual game banter, highlights of Gen Con, and... singing! Stephen Buonocore of Stronghold Games will be there for Tom to beat up as usual. The audience will be involved in many aspects, including Q&A with The Dice Tower gang. Expect prizes to be given out!



MAMS GAMING

Two brothers with a passion for RPGs are the founders of MAMS Gaming. The two had been attending Gen Con for years and decided they wanted to give back to the gaming community by running their own games.

MAMS has run RPGs at Gen Con since 2012. The game group primarily

RPGs. In 2015, the group expanded their offerings by bringing on several other passionate game masters. MAMS handles the administration and organization of events and other details so that the game masters can focus on providing players with a great gaming experience.

This year, MAMS is running Iron Kingdoms, FATE, Mutant Chronicles, Mouse Guard, Outbreak: Undead, and many other RPGs. Visit their website at www.mams-gaming.com to learn more about our scenarios and game masters.

WYRD MINIATURES

Get Wyrd with amazing miniatures, roleplaying games, and board games. Come explore Malifaux, an early 1900s world of steampunk, wild west horror with the Through the Breach roleplaying game or get involved in one of its many conflicts with the Malifaux miniatures wargame. Find out how using a deck of cards instead of dice can give you control over your fate. Learn the cooperative board game Darkness Comes Rattling, and take on the mighty snake Darkness in your warrior's quest to save the world.

Wyrd offers demos, tournaments, and open play events for its games all throughout Gen Con. Come learn about the Cross Roads Tarot, how to cheat fate, and just what it takes to save the world from corruption. This is a great chance to meet and join their amazing global community of players.



THE WITCHBORN®

Learn the revolutionary campaign-based miniatures game with rich storytelling like an RPG. *The Chase* sends your war clan of Dwarves, Elves, Orcs, or others to raid a crashed airship—but beware—the centaurs of the plains are all WitchBorn now. Or play Dragon Moon and enter the Wandering Forest where trees walk and a bitter Will 'o Wisp kills intruders.

All events are intended for beginners with experienced players there to coach you. Everything you need will be supplied. They will teach you how to guide your own warriors through a campaign of

adventures as they rise to become dominant heroes.

GET A HEAD START! Play a quick demo at The WitchBorn booth or visit WitchBorn.com to find their free apps, engaging rules, beautiful battlemaps, and to build your own war clans.







Epic Worlds Qualifier - (Limited) - Saturday, August 6th 10:00 AM Epic Worlds Qualifier - (Constructed) - Sunday, August 7th 9:00 AM

ALL WHITE WIZARD GAMES EVENTS WILL BE IN HALL A UNDER THE STAR REALMS/EPIC BANNER VISIT US AT BOOTH 2647 FOR FREE PROMO CARDS



FIRST EXPOSURE PLAYTEST HALL

The First Exposure Playtest Hall is now in its fifth year, bigger and better than ever!

GLANCE

LOCATION

ICC: 107-110
All events are free to attendees!

DAYS & TIME

Thursday, Friday, & Saturday 8 am, 10 am, 12 pm, 2 pm, 4 pm, 6 pm, 8 pm, 10 pm

> Sunday 8 am, 10 am, Noon



Managed by Double Exposure, Inc. (the company that runs DEXCON, DREAMATION, MAELSTROM, and METATOPIA), the First Exposure Playtest Hall allows designers and publishers to preview and test their creations before they go live! Scores of all-new role playing games, story games, board games, and card games will be represented.

Tickets for playtests are FREE to all Gen Con attendees. At the start of each slot, you

Tickets for playtests are FREE to all Gen Con attendees. At the start of each slot, you will choose a game that sounds interesting from the Designers' descriptions, and sit down for two hours to give it a try. The Designers and Publishers need YOUR feedback about how to make their game better; you could be a part of shaping the new crop of exciting offerings for 2017!

Spectators are welcome, and even if you don't have a ticket, come talk the folks at the FEPH and they'll try to fit you in!

All events are free and the games listed here are just a sample of those available to test.



G,0 Danda game manufacturing

FEPH PARTNERS

This year it's not just games; the First Exposure Playtest Hall will also host HQ tables for printers and other game development resources. If you have a game in development or just have questions about the details of production and management, this is your chance to sit down and talk directly with a FEPH partner.



MBACKERKIT



PLAYTESTING GAMEPLAY FOR 2016

ASTERI GAMES KARDASHEV

An inventive strategy game where you compete to build the most advanced space civilization by expanding your territory, researching new technology, and conquering your foes. Play as one of six civilizations, each with their own unique strengths. *The Kardashev scale is used to measure the technological advancement of

a civilization.





BABA GEEK GAMES ROBIT RIDDLE

Robit Riddle is an award winning story telling/intro to RPG games. As one of 6 unique robot characters, players set out for adventure as they hunt for their missing pets, the Robits. Along the way, they need to make important decisions (and friends) while collaboratively creating an interesting shared story. With gameplay inspired by Choose Your Own Adventure books, and amazing art from John Ariosa of Mice and Mystics fame, Robit Riddle makes for an engaging narrative adventure





BUMBLE BEAR GAMES

NEPHILIM: FINAL JUDGMENT

In this cooperative, story-driven game, the goal is to complete the primary mission and secondary objective while scavenging relics, earning Soul Gems, and overcoming obstacles and enemies alike. As the campaign moves on, the Nephilim may gain access to new skills and equipment. With a customizable map, a randomized events deck that the players can manipulate, and a total of over 100 combinations of missions—every game is different than the last.





CHRIS PETERS THE BATTLES OF WAR

The Battles of War is a tactical turn-based strategy game featuring squad combat with light RPG and puzzle elements. From half-hour, tightguarters skirmishes to weekend-long campaigns involving dozens of units and sprawling maps, setup takes only minutes. Fully customizable, its accessible, streamlined battle system provides endless complexity and expandability.





CLARK CREATIVE

WARRIOR CLASH

Players draft teams of warriors, defend their land, collect resources, and develop strategies to conquer their enemies. These battles are played atop modular game boards which create hundreds of possible maps.

As warriors are moved throughout the game board, the players will attempt to rely on relative strengths and exploit weaknesses of their enemies. When matching sides of two opponent warriors are aligned, they can battle. The trait scores determine the handicap of the fight, but rolls of the dice determine the victor.





DARK DA VINCI **GAMES**

HARMONIA

Harmonia is a strategic game where you can choose to team up or fight alone, in an elimination setting. It takes place in a world where the Glass Kingdom rules all, and you can either defend the kingdom, or rise against. Use magic, strength, or flight to eliminate your enemies, but most of all, wits and trickery. If you enjoy a strategy game that is fast paced, yet brutal, then this is a game for you.

DARK DA VINCE





DEVIOUS DEVICES SHARKNADO: THE BOARD GAME!

The officially-licensed tabletop game of the hit cult franchise, Sharknado: The Board Game! is a cooperative scenario-based game in which you play as a brave citizen of a coastal city, collecting weapons and equipment, saving innocent bystanders, and battling hordes of man-eating sharks as you attempt to thwart the ultimate weather phenomenon. If you can beat the scenario—which may be to destroy a Sharknado, kill a number of sharks, or to simply survive—you'll maintain order in your city and win. If not, you'll become just another victim of the most bizarre catastrophe the world has ever seen!





EXPLORADOR GAMES

EXPLORADOR: THE ORIGINAL

Players are travelers in a new city and competing to make as many fun memories as they can! Each player has their own story - the entrepreneur has money and can move fast, but has a high risk of losing his way with a 'doomsday'; the student gets student discounts but has to take cheaper. slower modes of transportation, and so on. But their backgrounds don't define their experiences, players win by using what they have and their smarts to do activities like helicopter tours and cooking classes, to collect memories along the way!



SMOKE IN THE TAVERN

STRANGERS IN THE TAVERN

Take on the role of the Barbarian, Goat Mage, Blood Ranger, or Relic Hunter, and struggle through weak alliances to achieve the goal of finding the Lost King's Cup. Form battle parties and fight powerful enemies to gain rewards that will help you on your journey. Help your allies, or hinder them if you notice them getting too close to your goal. Don't be surprised if somebody goes back on their word. Just remember, you can never trust strangers in a tavern.



VAELDIAST GAMES

LEGENDS OF VAELDIAST

Play as an immortal defender of the ancient world of Vaeldiast. Develop your character and profession from a vast number of possibilities including elves, dwarves, and dragonborn, ninjas, pirates, and gunslingers. Collect gold and energy to upgrade your character and equipment or summon powerful spirits and add your own journey to the history of a legendary world.





PARTY HAT GAMES TRIVIALIST

Teams work together to guess as many answers as they can to questions like "The first names of the 9 main characters from The Fresh Prince of Bel-Air", "The 8 species of bears" or "The 7 countries between Mexico and Colombia that make up Central America."





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SHOW HIGHLIGHTS







INAUGURAL PROGRAMMING

Gen Con has expanded into parts unknown to offer ...

- True Dungeon a large-scale immersive dungeon adventure
- Anime/Animation events
- Cosplay events

Explore all these exciting things happening in this exciting new space!

ANIMATION & COSPLAY MARKETPLACE

Find fan art of your favorite characters, get introduced to new creations, and check out the variety of unique offerings from up and coming anime artists in the Animation & Cosplay Marketplace. Cosplay artists and models will sell prints and meet fans, too!



COIN OP ARCADE

Located in the Pedestrian Connector leading to Lucas Oil Stadium, the Coin Op Arcade will have classic video game machines that you can play and experience for 25¢, 24-hours a day during the show. Perhaps your first chance to try classic digital gaming? Challenge friends. Regardless, bring your quarters!



OPEN GAMING

You've asked and Gen Con has delivered. Tables are available as a gamer oasis for you and your friends to play games. Available Thursday - Saturday 8 am - 2 am and Sunday 8 am - 3 pm. Game on!

OPENING CEREMONIES

Opening Ceremonies will be held opening day, Thursday at 9:45 am outside the Exhibit Hall. Hosted by Peter Adkison and Adrian Swartout, come see the official first dice toss of the show to kick start the "best four days in gaming".





BALLOON SCULPTOR

Stop by the Hoosier concourse to watch Tim, our resident balloon sculptor, create his one of kind masterpieces for Gen Con. On Sunday at 12 pm come help us "storm the castle and defeat the dragon!" First strike goes to the highest bidder at noon! All proceeds go to our charity partner.

Tim Thurmond's passion to show the world just how much ingenuity can be crafted from a balloon began over 20 years ago. Since then he has created unforgettable masterpieces that have won numerous international awards!

Visit Tim's mastery at www.TheBalloonSculptor.com



WORSHIP SERVICE The Christian Gamers Guild is hosting a non-

denominational worship service on Sunday at 9 am (SEM1686498). The service includes readings from scripture, singing familiar hymns, a sermon, and also offers an optional communion. The service will be held in the Westin, Capital II.



Welcome to the 18th annual Cardhalla event at Gen Con.

Cardhalla is a 24-hour free event where everyone is allowed to participate. Come help build a city of cards all made from donated cards. Just grab a pile and start folding and stacking. Be artistic and have fun. Make just about anything you want. Got some time between events and just need a place to unwind? Come join for a couple of minutes.

But then ... on Saturday night come help destroy everything for charity. Bring some pocket change to throw with all money going to our 2016 charity partner. The closing festivities begin at 10 pm on Saturday including the auction for the first throw and total destruction at 10:30pm.

Build. Donate. Destroy.

CARDSVS**ZOMBIES**

ATTENTION: Zombies have infiltrated Gen Con. They want your brains and will stop at nothing to get them. If you want to survive, head to the Cards vs. Zombies booth located in the **Crossroads concourse** immediately. These headband-wearing undead attempt to tag & turn every human in the convention into a zombie is from the creators of Humans vs. Zombies and is designed specifically for the convention.

Claim your armband and join your fellow humans as you try to survive against a growing zombie horde that is slowly taking over the convention. To survive you will need to arm yourself with Dart Cards and rely on the teamwork of your fellow humans. But be careful who you trust, even your closest friends can become zombies! (ZED1686246)

GAMERS LIVE!

For the 5th year in a row, "Gamers Live" brings improvised gamer-based comedy to Gen Con! Alongside its mother company, Zombie Orpheus Entertainment (Booth #100), "Gamers Live" mashes together pop culture, gaming, and audience suggestions to create a hilarious, one-of-a-kind live show. As if that wasn't enough, this year marks the birth of a second, totally new show format, "Gamers Live: IN SPACE", that blends SciFi and comedy in a way you don't want to miss!



- The Gamers: The Series (ENT1690498), Friday 5pm
- Gamers Live: Return to the Temple of All Dooms (ENT1686570 & ENT1686571), Friday 7pm
- Gamers Live: IN SPACE! (ENT1690482 & ENT1690482), Saturday 8pm

SHOW HIGHLIGHTS

BLOOD DRIVE

The Blood Mobile is back for its annual Gen Con blood drive! It's a simple thing to do and is the gift of life for those in need.

The donation process takes less than an hour and most people are eligible to donate with very few causes for deferral and very few medications that are not acceptable.

Stop by the Blood Drive's hallway booth in the Crossroads concourse to schedule your appointment. The Indiana Blood Center blood mobile will be onsite Thursday and Friday just outside the Westin, and Friday and Saturday at the ICC. (located in the Maryland Street Motor Lobby). Your donation helps those in need.



THE HOUSE

Gen Con has its own watering hole with a cool dungeon-themed atmosphere! Come and relax, order some food and drink, and play games. Located in the **basement of the Union Station** the House is open to all Gen Con attendees (21-and-over) Thursday through Saturday, **6 pm to close**.



FACE PAINTING

Wear a costume without the costume! **Hugabug Family Entertainment**will be on hand throughout the convention center to make you a walking work of art. Their custom face painting that will bring your imagination to life ... be tiger, fairy or goblin!





CHAIR MASSAGES

Feeling tired, run down, listless? Enjoy a relaxing massage from Enroute Spa which offers onsite therapeutic chair massages focusing on neck, shoulders, back, arms, and hands. Just the thing to rejuvenate you for your next adventure.

Services cost between \$20 and \$40 (not including tip), cash and credit card only. No appointment is necessary. You can find them at the corner of the Crossroads and Hoosier concourses!





Want to play a fun game where you can meet exhibitors and try some new games? Join in and have fun while supporting our industry!

Stop by the Cheese Weasel hallway booth, located in **the Capital concourse** and get your Quest Cards. The ConQuest program is an exciting way to tour the hall and potentially win some great prizes! Cheese Weasel primarily promotes small and new game companies and products.

FAMILY SERVICES

Gen Con offers services for those with families. Check out the following ...

NURSING AREAS

The convention center offers a few locations where nursing mothers can find some privacy. A private area is located in the back of the

Training Grounds area (inside the Exhibit Hall) and a few nursing station lounge chairs can be found in the woman's restroom in the **Crossroads concourse** across from the security and first aid offices.



QUIET ROOM AND ZONE

Need a place to decompress from the high stimulation of the convention? Stop by **room 210** of the convention center. This is a quiet, low light, self-monitored space where you can de-stress, decompress, and re-group. The room will be open Thursday – Saturday 10 am – 8pm and Sunday 10 am – 4 pm.



Immediately outside of the room is a small area, **the Quiet Zone**, where you can rest and seek some relief in a calm, quiet area; this area will be open for the entire duration of the convention.

Welcome Back to Gen Con, Pathfinders!

This Gen Con, Paizo celebrates the release of *Horror Adventures*, the new hardcover for the Pathfinder Roleplaying Game, with a bone-chilling blast of awesome!

Stop by the Paizo booth (#103) each morning for a free, exclusive **collectible button!*** With a different design each day (including a button for next year's top-secret **STARFINDER RPG**), the free treasure just keeps coming!



Stephen Radney-MacFarland in "Horror in Pathfinder" and "Evil in Pathfinder," just two of more than 25 official Paizo seminars

macabre like F. Wesley Schneider and

held throughout the week!



JATHFINDCT

Get a little goblin in your life with **Reta Bigbad**, a FREE Pathfinder Adventure Card Game promo card available daily!* While you're here, delve a desert dungeon in a demo of October's new Mummy's Mask Base Set!



Join us in the Sagamore Ballroom for more than 100 tables of Pathfinder Society play, including the debut of the new **Year of the Stolen Storm** storyline, which pits players against the forces of evil elementals!

Meet visionary fantasy artist **Wayne Reynolds**, along with Pathfinder designers and Paizo staff, daily in the Paizo booth!

Protect your Gen Con valuables with this stalwart **limited-edition blue Guard** prepainted plastic Pathfinder Battles miniature, free with any purchase of \$50 or more!*

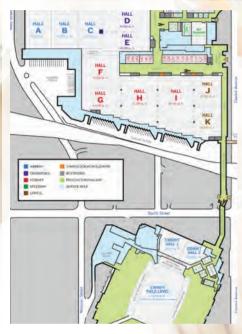
* While supplies last.



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Gaming, right? Actually, it's ...

AMINE



NEW LOCATION!

ANIME, ANIMATION, & COSPLAY PROGRAMMING IS NOW IN LUCAS OIL STADIUM.

Gen Con has expanded into more space for 2016, and the Anime/Animation/Cosplay events have all been centralized into one place: the Lucas Oil Stadium meeting rooms. The easiest way to get to there is to use the enclosed walkway from the convention center located just outside Halls J and K. The walkway goes under South Street making the area easily accessible.

The Animation/Cosplay
Marketplace (formerly "Anime
Artist Alley") has returned and will
be located in the walkway from
the convention center into the
stadium events room

GLANCE

ANIME & COSPLAY MARKETPLACE

Location: Lucas Oil Pedestrian Corridor 10
AM to 6 PM (Th, F, S)
10 AM to 2 PM (Su)

ANIME & ANIMATION VIEWING ROOM

Location: Lucas Oil Meeting Rooms 10 & 11 10 AM to midnight (Th, F, S) 10 AM to 3 PM (Su)

MANGA LIBRARY

Location: Lucas Oil Meeting Room 2 10 AM to midnight (Th, F, S) 10 AM to 3 PM (Su)

MYSTERY ANIME THEATRE 3000, ANI1696398

Location: Lucas Oil Meeting Rooms 5--7 8 PM (S) 5-7

MY LITTLE PONY PAINT YOUR OWN PONY WORKSHOP

\$20

Location: Lucas Oil Meeting Rooms 8--9
ANI1696403

4 pm (T<mark>hursday) 8 -</mark> 9 pm

ANI1696404

4 pm (Friday) 8 - 9 pm

ANI1696405

4 pm (Saturday) 8 - 9 pm

ANI1696406

10 am (Saturday) 8 - 9 pm



Japanese animated entertainment is a global phenomenon, and the themes behind many of the titles like *Gundam, Record of Lodoss War*, and *Vampire Hunter D* match up perfectly with the ideas and concepts that Gen Con attendees love!

Since 2010, **Wasabi Anime** has partnered with the Gen Con Events team to "spice up" the Anime Track. Each year the track has expanded programming by way of contests, panels, viewing rooms, workshops, and more... all designed to cater to both new fans of anime and hardcore seasoned otaku.

This year marks the seventh year of this collaboration, and the newly expanded **Animation Program** now includes anime and domestic/international animated entertainment. Cartoons and computer animation are a global medium now found in multiple formats on television, film, and even online.





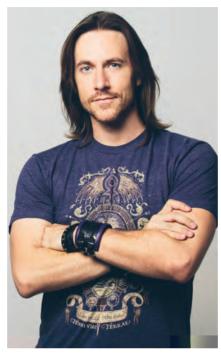






ANIME GUEST OF HONOR MATT MERCER

Matthew Mercer is a Los Angeles-based actor/voice actor known primarily for his roles in animation and video games. His extensive training in theater, improv, and being a life-long hardcore gamer helped prepare him for such projects anad characters as Leon Kennedy in Resident Evil 6 and Resident Evil: Damnation. Captain Levi in Attack on Titan, Trafalgar Law in One *Piece*, Leorio in *Hunter x Hunter*, Aloth & Edérin Pillars of Eternity, Gangplank in *League of Legends*, Trey in *Final Fantasy Type-0*, Abe the Trapper in *Evolve*, Tim Drake/ Robin in Batman: Arkham Knight, Trafalgar Law in One Piece, Kanji Tatsumi in Persona 4 Arena Ultimax & Persona O. Prince Demande in Sailor Moon, Jotaro Kujo in JoJo's Bizarre Adventure: Stardust Crusaders, Aikuro Mikisugi in Kill la Kill, Kiritsugu Emiya in Fate/Zero, Human Male Guardian in *Destiny*, Anarky in Batman: Arkham Origins, Alvin in Tales of Xillia & Tales of





Xillia 2, Chrom in Fire Emblem:
Awakening & Super Smash Bros,
Sinbad in Magi, Kuroh Yatogami
in K, Rexxar, Nefarian, and
Ragnaros in Hearthstone: Heroes
of Warcraft, Rehgar in Heroes
of the Storm, Kilrogg & Rexxar
inWorld of Warcraft: Warlords
of Draenor, Iron Man/Tony Stark
in Iron Man: Rise of Technovore
and Avengers Confidential: Black
Widow & Punisher, Tygra in
Cartoon Network's Thundercats,
and many other projects you are
welcome to look up online.

Matthew is also known for his on-camera and production work, having directed the hit webseries *There Will Be Brawl* (where he also played Ganondorf, Kirby, and Metaknight), as well as directing the viral hit *School of Thrones*.

Matthew is the Dungeon Master for the hit Twitch show *Critical Role* on Geek & Sundry, where he runs a group of other accomplished voice actors through a campaign of Dungeons & Dragons LIVE every week at 4 pm (Eastern).

MATT MERCER'S PANELS

(all held in Lucas Oil Meeting Rooms 5-7)

Q&A WITH MATTHEW MERCER, LEVI FROM ATTACK ON TITAN! Thursday 8 pm, ANI16102117

VIDEO GAME VOICE OVER Friday 3 pm, ANI16102118

MAKING THE CARTOONS TALK Saturday 3 pm, ANI16102119

ANIME VOICE ACTING Q&A Sunday 1 pm, ANI16102120

AUTOGRAPH SESSIONS

Autograph signing sessions take place in Lucas Oil Stadium, Meeting Rooms 3-4. Those with event tickets get priority line placement. Bring up to two items to be signed.

> Thursday, 4 pm, 1 hour, ANI16102105 Friday, 10 am, 1 hour, ANI16102106 Friday 4 pm, 2 hours, ANI16102107 Saturday 11 am, 1 hour, ANI16102108 Saturday 4 pm, 2 hours, ANI16102109 Sunday 2 pm, 2 hours, ANI16102110

THE MANGA LIBRARY RETURNS!

Manga, or Japanese comics, have been around for years, but have only recently exploded onto the mainstream scene. Once hard to find, manga is now readily available almost everywhere and even has its own section in most major bookstores. Whether you're a longtime fan of manga, or just want to stop by and see what all the buzz is about,

what all the buzz is about there's something for you in the Manga Library, located in Lucas Oil Staduim, Meeting Room 2. The best part is, the manga library

is free to all Gen Con

attendees!

Stop by anytime the library is open and check out our extensive catalog, or ask the volunteers for recommendations. Make a selection and hand over your Gen Con badge to the manga librarian, and enjoy your manga in the comfortable and quiet library lounge for as long as you like. Return your

badge, or to select
another manga
title. The manga
library is a great
place to decompress
for a few minutes
or a few hours at

Gen Con.

manga to retrieve your



Anime Event Support was provided again this year by the team from **Anime Crossroads** - Indiana's

favorite anime convention! Be sure to check out their panels, presentations, and game shows and this year's Gen Con, and learn more about their convention online at AnimeCrossroads.com!

ANIME VIEWING ROOM

(Lucas Oil, Meeting Room 10) content provided by:









Check the event schedule to screening schedule.

ANIMATION VIEWING ROOM

(Lucas Oil, Meeting Room 11) content provided by:





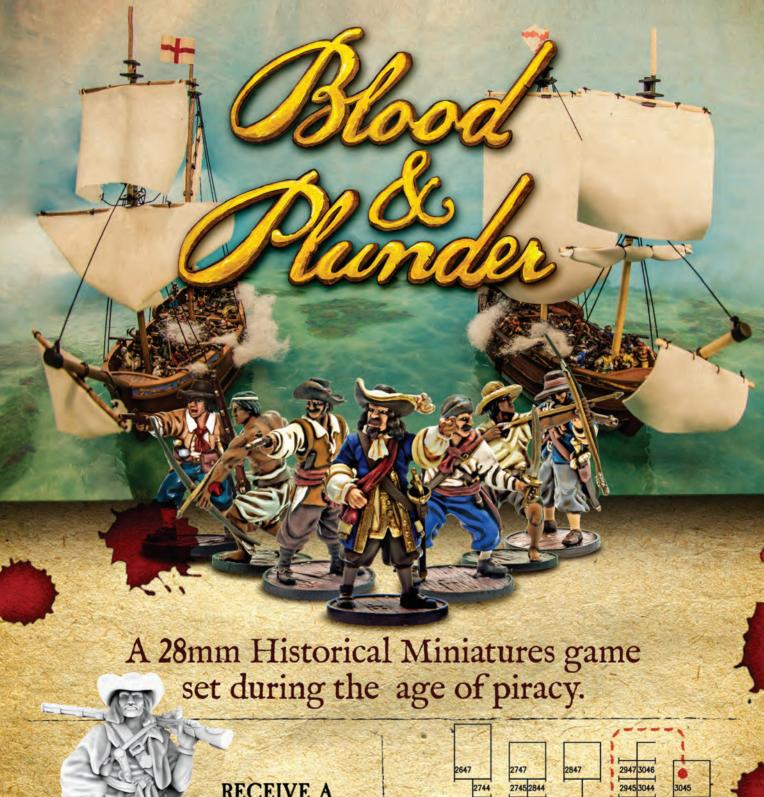








Check the event schedule for screening schedule.







eBash returns in 2016 with their PC, Xbox One, WiiU, and Playstation 4 Gaming Zone. The zone gives gamers the chance to play their favorite games both casually and competitively to win an exclusive eBash Gaming Zone 2016 Gen Con Championship Trophy or Medal. Many of our partners have also given us codes and cards to give to players in our zone for exclusive in-game items or skins!

GLANCE

LOCATION

eBash Gaming arena: 135-139 Arcade Room: 140

HOURS

[For the eBash Gaming Zone AND Arcade room]

8 am - 2 am Thursday - Saturday 8 am - 4 pm Sunday

> eBash \$8 per hour Arcade \$4 per hour

EBASH GAME ZONE HIGHLIGHTS

- Players can enjoy hourly play anytime for new and most popular PC games.
- Bracketed competitions daily for top competitive titles.
- New this year: Overwatch, Battleborn, Blade Ballet, Street Fighter V, Pokken Tournament, Black Ops 3, Halo 5, Mortal Kombat XL, and Rocket League.



FEATURED NEW GAMES



A TREMENDOUS BAND OF BADASS HEROES FIGHT TO PROTECT THE UNIVERSE'S A TREMENDOUS BARIL OF BAILDASS HEROES FIGHT TO PROTECT THE UNIVERSE S. VERY LAST STAR FROM A MYSTERIOUS EVIL IN THIS NEXT-GEN SHOOTER BY THE CREATORS OF BORDERLANDS. TO DEFEND IT, YOU'LL NEED TO UTILIZE EVERY TYPE OF CHARACTER AND WEAPON YOU'VE EVER IMAGINED -- FROM CYBORG HAWKMEN TO SAMURAI VAMPIRES TO MINI-GUN WIELDING MAN-MOUNTAINS.

BLADE BALLET IS A WHIRLING DANCE OF MULTIPLAYER ROBOT DESTRUCTION. EACH BOT POSSESSES A UNIQUE PERSONALITY AND SPECIAL ABILITIES USE THEM TO CLAIM VICTORY AS YOU SPIN FROM ONE CHALLENGING ARENA TO THE
NEXT, BATTLING FOR DOMINANCE.





IN OVERWATCH, YOU CONTROL ONE OF SEVERAL HEROES IN COMPETITIVE 6-PERSON TEAM SHOOTING MATCHES. BATTLE OVER OBJECTIVES, TAKE DOWN THE OTHER TEAM, AND ACHIEVE VICTORY.

PARAGON IS THE MOBA FROM EPIC GAMES THAT PUTS YOU IN THE FIGHT WITH EXPLOSIVE ACTION, DIRECT THIRD-PERSON CONTROL, AND DEEP STRATEGIC CHOICE.
PARAGON IS DESIGNED SO THAT EVERY PLAYER CAN COMPETE AND WIN WITHOUT
EVER SPENDING MONEY. ALL HEROES ARE FREE, AND CARDS CAN ONLY BE EARNED BY PLAYING THE GAME





TUEBOR IS A 3RD PERSON, CROSS-GENRE, COMPETITIVE, MULTIPLAYER, ACTION GAME WHERE PLAYERS WILL CONQUER, DEFEND, AND SURVIVE AGAINST HORDES OF MUTATES, CYBORGS AND A RUTHLESS EVOLVING ARTIFICIAL INTELLIGENCE SYSTEM IN A POST APOCALYPTIC, DYSTOPIAN FUTURE.

VISIONS OF ZOSIMOS IS A UNIQUE BLEND OF THE STRATEGY, ROLE-PLAYING AND COLLECTIBLE CARD GAME GENRES, ALLOWING PLAYERS ACROSS THE BOARD TO EXPERIENCE A NEW FORM OF COOPERATIVE AND COMPETITIVE PLAY.

DRAWING INSPIRATION FROM REAL-WORLD ANCIENT TEXTS, PLAYERS TAKE ON THE
ROLE OF A STUDENT OF ALCHEMY, AN ANCIENT PRECURSOR TO CHEMISTRY WITH AN EMPHASIS ON MYSTICISM AND MYTHOLOGY, AS WELL AS THE TRANSMUTATION AND BINDING OF ELEMENTAL AND SPIRITUAL FORCES.



ALIENWARE®

MALLMID

E-BLUE



AVAILABLE GAMES

			PLAY	TOURNEYS	EVENTS	DEMO
		BATTLEBORN				
	BAN	BLADE BALLET				\square
	Ш	CALL OF DUTY: BLACK OPS 3		\square		
	D	DIABLO 3	\square			
	N	DOTA 2				
	e e	HALO 5				
	-	HEARTHSTONE	$ \overline{\mathbf{A}} $		\square	
	6	HEROES OF THE STORM				
		LEAGUE OF LEGENDS		\square	\square	
	*	MARIO KART 8		\square		
ì	1	MINECRAFT				
!	9	MORTAL KOMBAT X		\square		
ú	0	OVERWATCH		\square		
	+	PARAGON				
	(8)	POKKEN TOURNAMENT				
	安华	RACING SIMS				
	8	ROCKET LEAGUE				
	5	SMITE				
	(SUPER SMASH BROS. FOR WII U	\square			
	ζţ	STARCRAFT 2				
	*	STREET FIGHTER 5				
	果	TUEBOR				☑
	VOZ	VISIONS OF ZOSIMOS				\square
	W	WORLD OF WARCRAFT	\square			

"FAST PASS" TIP!

MALLMID

ALIENWARE

Last year many times our zone was completely full with a LONG waiting line of generic ticket holders! Skip the line and buy a specific event hourly or competition ticket instead of using Gen Con generic tickets for a time slot that works with your schedule.



VIDEO GAME PALOOZA ARCADE

The Video Game Palooza Arcade provides a full room of arcade systems including old favorites, multicade systems, & the new 10 player Killer Queen cabinet! All machines are set to free play, and the cost is only \$4 an hour.

COIN-OP CORRIDOR!

Want to relive your childhood arcade experience? Check out the Coin-Op Corridor. Located in the pedestrian walkway to Lucas Oil Stadium, this corridor is lined with classic video arcade machines: one quarter is all you need to be transported back to when the arcade was the coolest place to be, and show your kids what we played BEFORE we had the internet.

Check the Event Charts for Empty Epsilon events in Room 239, Artemis events in Room 126, and the ever popular classic Battletech pods.

































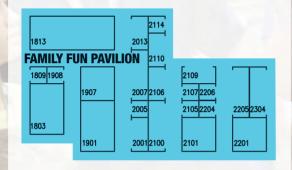


FAMILY FULL

Gen Con puts families first! In addition to Family Fun programming, the convention has a great deal to offer kids of all ages and their families.

FAMILY FUN PAVILION

For nine years, Gen Con has created a dedicated space for family gaming for all ages. Exhibitors in this area showcase games for the intrepid young player. Check out the all-new, easier to find location in 2016!



PARTICIPATING EXHIBITORS

Action Phase Games
Blue Orange Games
Bricks & Boards
Calliope Games
Continuum Games
G33k & Co.
Gamewright
Grandpa Beck's Games
HABA USA
Haywire Group
Mayday Games
Meeple Source

North Star Games
Peaceable Kingdom
R & R Games
Renegade Game Studios
Resonym
Set Enterprises, Inc.
Spy Alley Partners
Step Puzzle
Studio 9
Tactic Games
USAopoly

SERVICE AREAS:

Gen Con has a breastfeeding area in the back of Training Grounds, located in the Exhibit Hall. The area has a few chairs and draped for privacy. The hours are 10 am to 5:30 pm Thursday to Saturday and 10 am to 3:30 pm on Sunday. There also is a crawling and toddler area in the Training Grounds. This area provides a clean, soft, and quiet area where your little ones can spend some time during the convention. Hours for this area are the same as Exhibit Hall hours daily.







75



FAMILY FUN DAY

Sunday, August 7 is Family Fun Day, dedicated to family fun all day long! Badges are just \$45 for a family of four.

Here are some of the awesome activities that you can participate in.



FAMILY FUN ACTIVITY GUIDE

Grab a guide from the registration kiosk to direct you to all of the family fun activities throughout the show. Also, you can collect special buttons through our special partners to earn prizes!



New for this year is the ULTIMATE BUTTON! Collect all other buttons shown and show them at the Info Booth to get this ultimate prize!

FAMILY FUN BUTTON PROGRAM

While buttons are available all weekend long, there will be extra FREE buttons for children saved for Sunday. Just get your Family Fun Guide for locations, and say "hi" to a friendly button program volunteer.



A special thanks to

Bob, James, Kyle,

Char, and all the

Training Ground

volunteers for their

continued help and

support with this

program.

TRAINING GROUNDS

Training Grounds is the place to introduce kids to the gaming world and all its possibilities. It is designed for kids and those young at heart to come, play, and explore! Training Grounds is most appropriate for kids ages 4-12 years old.

There are many craft events and the show will have guided game play lead by our volunteers. Stop by to see what's playing and join in the fun! Check out the huge inventory of board games and card games titles from lots of your favorite game companies!

GLANCE

LOCATION

ICC: Exhibit Hall, Family Fun Pavilion

DAY & TIME

Thursday – Saturday 10 am – 6 pm Sunday 10 am – 4 pm

Check event listing for special events located in Training Grounds.

SPONSORED BY



OUTDOOR ACTIVITIES

Yo-Kai Watch on Georgia Street



In addition to the great food trucks and fun on Georgia Street, located just outside the Indiana Convention Center, Yo-Kai Watch will have their TCG, new toys from Hasbro, and dancing with the loveable character Jibanyan! Come check it out from 10 am to 4 pm.



INDUSTRY INSIDERS

Want to break into gaming? Have you thought about taking your industry game to the next level? Join the Industry Insiders, including this year's Guest of Honor, for all the tips and tricks to take you from gaming enthusiast to industry professional.

This program consists of seminars and engaging panels that covers a diverse range of topics including creative design, the gaming industry, business mechanics, and everything in between.

Meet the 2016 Industry Insiders!





MICHAEL PONDSMITH

ABOUT MICHAEL:

Michael Pondsmith, is a roleplaying, board, and video game designer. Best known for his work at R. Talsorian Games, a company he started, he is also credited as author of RPG lines including *Mekton* (1984), *Cyberpunk* (1988), and *Castle Falkenstein* (1994). Mike, as he is known, also contributed to the Forgotten Realms and Oriental Adventures lines of the Dungeons & Dragons role-playing game, worked in various capacities on video games, and authored/co-created several board games. He also worked as an instructor at the DigiPen Institute of Technology.

Mike lives with his family in the Pacific Northwest where his hobbies include collecting plastic GI Joe action figures, outdoor activities, reading and playing around with radio-controlled cars and planes.

Michael will participate in events as part of the Industry Insider program.



EMILY CARE BOSS

Emily Care Boss of Black & Green Games is an independent role-playing game designer & publisher living in western Massachusetts, USA. Her designs include Breaking the Ice, Shooting the Moon, and Under my Skin, now collected as the Romance Trilogy. An early participant at the Forge forums and a proponent of independent publishing, Emily founded JiffyCon in 2006, a regional role playing game convention showcasing



independent and small press games. She has done design, fiction and setting work for Pelgrane Press, Evil Hat Productions, Ginger Goat, Cubicle 7, and others. She edited the RPG - Role Playing Girl Zine and has written articles on RPG design and theory in the WyrdCon Companion and other collections. You can find Emily's games and other work at blackgreengames.com.

BRIAN CORTIJO

Brian Cortijo has been a freelance game designer for more than a decade, working primarily on Pathfinder and Dungeons & Dragons with more than 40 books, magazines, and web articles to his credit. In addition to his design work, Brian is a long-time loremaster for the Forgotten Realms, assisting fellow designers and novelists with the history and development of the world.

KATHERINE CROSS

Katherine Cross is a gaming critic and Gamasutra columnist whose work has appeared in Kotaku, Polygon, Offworld, Paste, and elsewhere, who's written about tabletop and video gaming at length since she was a writer for the queer/feminist gaming blog The Border House. She is also a PhD student in sociology at the CUNY Graduate Center who studies antisocial behavior online and identity formation in virtual worlds. Her first peer-reviewed academic article was about



pen and paper roleplaying games and how they helped players grapple with new and uncomfortable ideas. She has also spent much of her young career analyzing video games through an academic lens and promoting them to skeptical, multi-generational audiences as powerfully creative tools.

CRYSTAL FRASIER

Crystal Frasier is a writer, game developer, and graphic designer with eighteen years of experience, best known for her work on the Pathfinder line of roleplaving games and adventures. She strives to make game worlds where everyone can see themselves reflected. She is a survivor of both the Art Institute of Seattle and New College of Florida, and pulls heavy inspiration for her work from European, Central American, and African history as well as the works of L. Frank Baum and Lewis Carroll. In her free time, Crystal reads comics, plays with her dog, and obsessively re-watches old cartoons from the 80s and 90s.

KENNETH HITE

Multiple ENnie and Origins Award winner Kenneth Hite has designed or co-authored over eighty roleplaying games and supplements including two Star Trek RPGs, **GURPS** Horror and Infinite Earths. Trail of Cthulu,



Night's Black Agents, Book-Hounds of London, and The Dracula Dossier. He has also written four Cthulhu Mythos children's books, THE NAZI OCCULT for Osprev Publishing, and several short stories. The co-host of the KEN AND ROBIN TALK ABOUT STUFF podcast, he lives in Chicago with his wife Sheila and cat Virgil.

AMANDA HAMON KUNZ

Amanda Hamon Kunz is a Pathfinder RPG staff developer and freelance contributor at Paizo, Inc. She is also an award-winning freelance game designer, developer, and editor whose work has been featured by third-party publishers such as Hammerdog Games, Kobold Press, Legendary Games, and Mechanical Muse. Amanda has worked on numerous high-profile projects, including Kobold Press's ENnie-winning Deep Magic, for which she served as lead developer and editor. Her professional interests include inclusive gaming, the intersection of feminism and games, and diverse world-building She lives in Redmond, Washington, and can be found on Twitter @amandahamon.



KATHRYN HYMES

Language is Kathryn Hymes' muse and as 50% of the indie studio Thorny Games, she's been spreading her love of that topic as a game designer of RPG and LARP. With Thorny Games, Kathryn aims to give players tools to tell stories in unorthodox and original settings from voices that may have otherwise been unheard. She seeks to actively avoid RPG tropes in order to make the hobby more approachable to new enthusiastic faces. Educated in math and computational linguistics from Stanford, Kathryn is an active voice in the Indie RPG community. She is a regular organizer of Indie RPG meet-ups and

playtest events in the Bay Area, helping to spread the hobby. In concert with her design work, Kathryn builds technology as a product manager in Silicon Valley and is constantly bringing new tools from her professional life into game development. She brings learning from social media from her time at Facebook, gamification from Foursquare and international empathy and growth strategy from her position at Nextdoor.



RENEE KNIPE

For her eighth Christmas, Renee received the Mentzer red box from her grandmother. (Best grandma ever!) Not guite able to puzzle out the rules on her own, but fascinated nonetheless, she immediately began designing her own dungeony games ... and never stopped. Today she's an awardwinning game designer, freelance writer, and assistant developer with Jeff Tidball's Left Justified LLC. She's worked with Adept Press, Onvx Path, Left Justified Press, Atlas Games, Gameplaywright, Bully Pulpit, Genesis of Legend, and others. She's also a founding member and co-administrator for the ENnie-nominated Gaming As Women website



ANNA KREIDER

Anna Kreider is a game designer and publisher of indie tabletop roleplaying games. She has published a number of her own games, but has also freelanced for major publishing companies like Green Ronin and Onyx Path. She is also an illustrator and the author of the popular feminist gaming blog Go Make Me a Sandwich which has received more than 2 million views and currently has more than 90 supporting patrons through Patreon. Through her blog, she has been able to pursue her passion of advocating for increased diversity in the games industry.

CHRISTOPHER LAWRENCE

Christopher Lawrence is deeply passionate about games, so much so that he once demonstrated Dance Dance Revolution at a secret government conference. For nearly two decades, he has developed innovative and entertaining games and simulations, providing creative services for



commercial and government organizations. Christopher got his professional start at the venerable Avalon Hill Game Company, developing titles such as the RuneQuest: Slayers role-playing game and scenarios for the motion picture-based boardgame Starship Troopers. Moving into video games as lead designer at Pandemic Studios, he spearheaded development of the real-time strategy game Dark Reign 2 and designed the US Army version of Full Spectrum Warrior. In 2001, Christopher founded Stranger Entertainment, producing award-winning education and entertainment. He is currently working with LOARZ Digital Entertainment Technology, developing the next frontier of entertainment. Christopher lives in sunny Los Angeles with his fabulous wife Jennifer and their two amazing children. For more on his work, visit strangerentertainment.com.

GEN CON 2016 : SPECIAL EVENTS

INDUSTRY INSIDER

RYAN MILLER

Ryan Miller has been in the gaming industry for over 14 years, working his way up from retail to Wizards of the Coast R&D. His game design career began in 2001 with the founding of Sabertooth games, where he co-designed the Warhammer 40,000 and Warcry CCGs. In his ten years at Wizards, he's



worked on Magic: the Gathering, Duel Masters, Kaijudo, Axis & Allies, Dungeons & Dragons, and several other games. He's also been performing improv comedy for the past 22 years with companies such as ComedySportz and Jet City Improv.



BRIAN POEL

Brian Poel is the Director of Operations for Harebrained Schemes, video game developer of Shadowrun Returns and the upcoming BattleTech and creator of the Origins Award winning Golem Arcana, a digitally enhanced tabletop miniatures game. Over Brian's tenure at HBS, he managed fulfillmen and logistics for multiple

Kickstarter campaigns, including three projects of over 30,000 backers. For Golem Arcana, Brian learned the opportunities and perils of hybridizing board games with companion apps, contributing to both design and manufacturing. In previous tours of duty in the industry, Brian was Business Manager for Wizards of the Coast's D&D Insider for 4th Edition, Financial Analyst at Xbox, and Operations Manager for iPlay Games.



JOSHUA MORRIS

Joshua Morris has been working with licensed properties in the games industry for over a decade. His tabletop credits include work on games based on Street Fighter, Mortal Kombat, Sonic the Hedgehog, Inu Yasha, Bleach and Dragon Ball Z with Score Entertainment. An expert in social media and community management, Morris currently works as an online content manager for a major cable TV network client.



HARRISON PINK

Harrison Pink entered the game industry in 2008 at the boutique game studio Thrust Interactive in Atlanta, GA. In 2011, he joined Telltale Games, working on the acclaimed The Walking Dead Game, winner of more than 90 Game of the Year awards. He then worked on the DLC episode "400 Days" as well as Season Two of The Walking Dead Game. Harrison co-created and led the initial concept design for Tales from the Borderlands before accepting a position at Hangar 13 Games where he is currently working on the AAA open-world title, Mafia 3

MARIE POOLE

Marie Poole is the CEO of Lone Shark Games. She has coupled her business acumen with a passion for gaming and the community in which it thrives. Marie can often be found at one of her FLGS gaming with her friends. Her passions in the industry include: finding ways to educe our carbon footprint in game production and creating an inclusive safe environment for all folks.



DONNA PRIOR

Donna "Danicia" Prior is the "Sparkly Princess of Social Media & Community Management" in the video game industry. She is the Events Manager for Green Ronin Publishing and is the Executive Director of OrcaCon, the Inclusive Analog Games Convention in Everett, WA. Donna is on the Community Management Advisory Board at the Game Developers Conference. She has spoken about building communities, diversity, harassment, and accessibility at the Game Developers Conference, numerous times at PAX/PAXDev, Gen Con, Mensa Annual Gathering, NorWesCon, and the Community Manager Conference in Leipzig, Germany. Donna is a gamer and a beer geek, often combining both hobbies while teaching new people to game and appreciate beer. She also insists she is NOT a Hobbit. You can follow Donna on Twitter: @_Danicia_. Find her also on http://about.me/Danicia

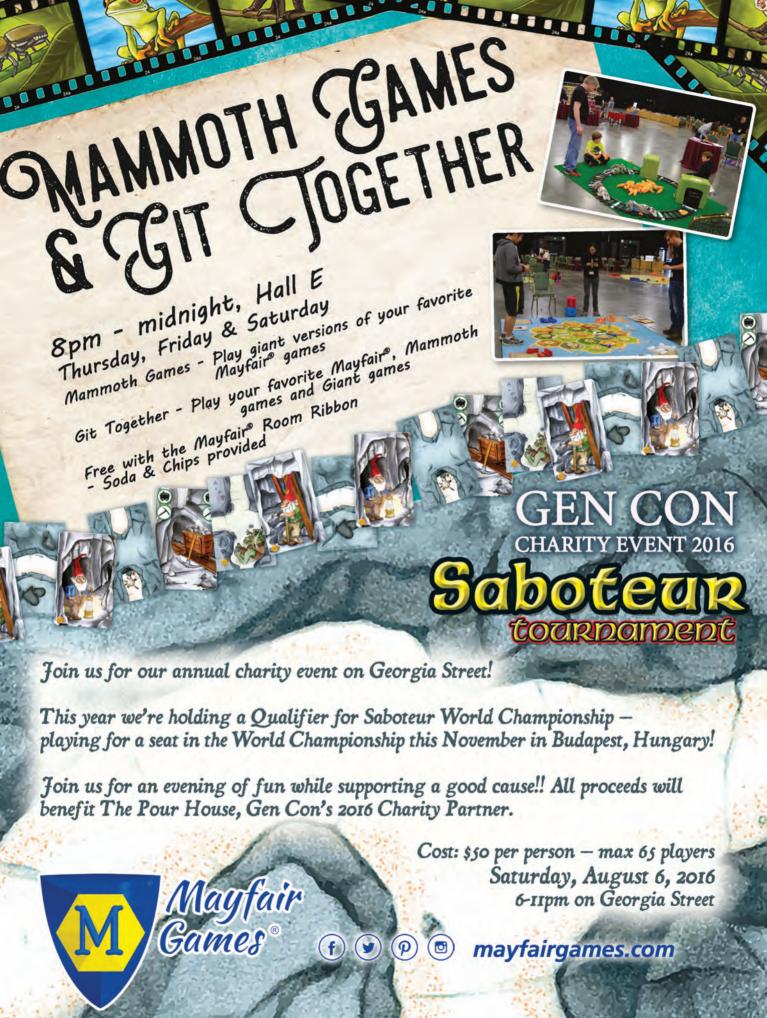


JESSICA PRICE

Jessica Price has worked in video games, alternate reality games/transmedia entertainment, and tabletop roleplaying games as a writer, editor, game designer and producer on everything from MMOs to Xbox titles to games involving a lot of dice. After helping create the Kinect launch portfolio as a writer/editor at Microsoft Studios, she moved to Paizo Publishing, where she is the project manager for the Pathfinder Roleplaying Game. In additio to keeping Paizo's production processes running smoothly, she has been the lead developer on major Pathfinde releases such as the Strategy Guide, Inner Sea Gods, and Inner Sea Races, and an author for the Pathfinde Campaign Setting line.

WES SCHNEIDER

Editor-in-chief at Paizo Inc. and co-creator of the Pathfinder Roleplaying Game, . Wesley Schneider is the author of dozens of Pathfinder and Dungeons & Dragons p oducts. Aside from having passionate opinions about horror, world-building, and storytelling, he's spoken at length on inclusivity and GLBTQ topics in gaming. His first novel, Bloodbound, was ecently released from Tor, while his next major gaming works, Path of the Hellknight and In Search of Sanity, debut in 2016 from Paizo Inc. You can follow Wes at wesschneider.com or on Twitter at @FWesSchneider.



INDUSTRY INSIDERS

ZACHARY STREBECK

Zachary Strebeck is a California game lawyer in the board game, video game, and mobile app industries. He represents a number of new and established board game developers, including Stonemaier Games, Genius Games, and Irrational Ventures. Zachary is a contributor to The Dice Tower podcast, Gamasutra, and has been interviewed by the San Francisco Chronicle, the Wall Street Journal and other media outlets on board game and crowdfunding issues. Zachary is also the host of the Legal Moves podcast and runs the Game Lawyer Blog.



ALEX ROBERTS

Alex Roberts is a writer, podcaster, and intrepid reporter in the wide world of roleplaying games. She produces and hosts the acclaimed interview show Backstory on the ONE SHOT podcast network, and is a former host of the design & theory podcast The Tabletop Superhighway. She does freelance writing for sites like Tribality and Storycade, and game publishers Genesis of Legend and Paracosm Press. You may also have heard her on panels at various conventions, mostly talking about sex. She does that a lot. Keep up with her exciting life at www.helloalexroberts.com.



ELISA TEAGUE

Elisa Teague is a game and event designer for Lone Shark Games and has been in the game industry for 16 years. Formerly a game designer and Senior Director of Product Development at Playroom Entertainment, her expertise is focused in game design and development, game pitch readiness, art direction, and production, contributing these skills to more than 100 game SKUs on the market. Her hit game "Geek Out!" was recently

featured on TableTop, with 4 different editions in the marketplace. Elisa is the author of the book "Girls on Games: A Look at the Fairer Side of the Tabletop Industry" which she collaborated with other female game industry professionals, and she regularly speaks on a traveling convention panel titled "All Shapes and Sizes Welcome" which focuses on body image and women's issues in the game and entertainment industry.

HAKAN SEYALIOGLU

Hakan Seyalioglu is one half of Thorny Games, an independent design studio of LARP and RPG focusing on telling new and unconventional stories. In his game design, he's deeply explored what language means for us culturally and emotionally, and how it can be an engaging mechanic for play. Trained as a mathematician (PhD UCLA), Hakan brings both an analytical and abstract



toolkit to game design. As part of his day job, he's provided mobile game developers across the world with tools to make their games social and engaging as the technical lead for a gaming application (Google Play Games) with more than a billion installs. More info on Hakan's work can be found at www.thornygames.com.



MONICA VALENTINELLI

Monica Valentinelli writes stories, games, essays, and comics for media/tie-in properties and her original works from her studio in the Midwest. She's a former musician of 20+ years and a graduate of the University of Wisconsin-Madison's Creative Writing program who now writes full-time. Recently, Monica has filled the shoes of lead developer and writer for the line of Fi efly RPG books based on the Firefly TV show by Joss Whedon, and her new book The Gorramn Shiniest Dictionary and Language Guide in the 'Verse debuted from Titan Books in Spring 2016. She is the developer for Hunter: the Vigil and Cortex Plus Action roleplaying games, and continues to work on new releases. When she's not obsessing about deadlines, she designs jewelry and dabbles in other artistic endeavors. For more about Monica, visit www.mlvwrites.com.

MARK TRUMAN

Mark Diaz Truman is an award-winning indie game designer, editor, and community organizer. He is a co-founder of Magpie Games (Urban Shadows, Epyllion, Masks), co-founder and Treasurer of the Indie Game Development Network, business manger for John Wick Presents (7th Sea), and lead organizer for Indie+, an online community for indie games. Over the past five years, Mark has been involved in every aspect of RPG production for projects large and small; everything from designing indie tabletop games to overseeing entire lines of traditional RPG products.



EDDY WEBB

Eddy Webb is a writer, game and narrative designer, executive producer, and design consultant for video games and RPGs. He has worked on over a hundred products, including some based on Futurama, Firefl, Red Dwarf, the WWE, Vampire: The Masquerade, and Sherlock Holmes. His career spans over a decade and across dozens of respected companies, and he's even won a few awards along the way. Today he lives a sitcom life in Atlanta, Georgia with his wife, his roommate, and a sleepy old pug. More information and mad ramblings can be found at eddyfate.com.

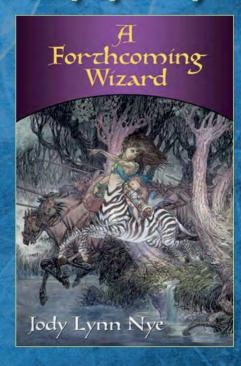
CONGRATULATIONS

to our Gen Con 2016 Special Guests

Marco Palmieri



Jody Lynn Nye



"A rousing tale...from one of our most talented and reliable fantasy storytellers. A grand adventure."

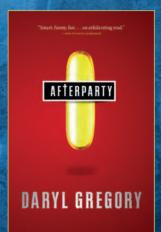
—TERRY BROOKS on An Unexpected Apprentice

Elizabeth Bear



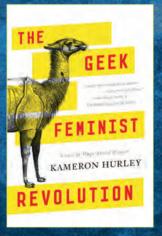
"[A] bracing yet charming adventure yarn..." —NPR

Daryl Gregory



"A fantastic thrill ride...."
—IO9

Kameron Hurley



"A call to arms for those who care about the future of science fiction and fantasy."

— JOHN SCALZI author of Old Man's War



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GET UPDATES about your favorite Tor and Forge authors when you sign up for Author Updates



As part of the Industry Insider Program, Gen Con has been honored to bring you an incredible variety of experts and professionals from the gaming industry throughout the years and we would like to recognize their important contributions through our Academy Alumni Program.

Agnus Abranson (2013) Justin Achilli (2004) Michael Adams (2015) Peter Adkison (2002) Tavis Allison (2004) D. Vincent Baker (2005) Jessica Banks (2013) Tracy Barnet (2015) Wolfgang Baur (2011) Jeff Bellinger (2006) Whitney Beltran (2015) Eytan Bernstein (2015) Don Bingle (2005) Jolly Blackburn (2004) William Bodden (2015) Brannon Boren (2015) Richard Borg (2008) Jennifer Brozek (2015) Phil Brucato (2004)

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T.S. Luikart (2012)
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Dominic McDowall-Thomas (2012)

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Michael Stackpole (2004)
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John Wick (2005)
Aaron Williams (2005)
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Matt Wilson (2009)
Ray Winninger (2014)
Teeuwynn Woodruff (2006)
James Wyatt (2006)

James Wyatt (2006) Sherry Yeary (2006) John Zinzer (2004) Louis Zocchi (2007) Stan! (2004)

Lifetime Alumni and Guests of Honor:

Dave Arneson Gary Gygax Tracy Hickman Margaret Weis

Thank you to all these noteworthy industry veterans and to all of the insiders who have contributed their time, talent, and advice over the past decades – we appreciate you sharing your knowledge with us!



Deception is a right. Truth is a privilege. Innocence is a luxury.

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- DELTA-GREEN.COM—scenarios, campaign tools, and links to Delta Green communities, newsletters, and social media
- PHENOMEN-X.COM—the weirdest news from the all-too-real world



INDUSTRY INSIDERS



AJIT GEORGE

Ajit George is Director of
Operations for an international nonprofit. He has spoken at numerous events
on education, poverty alleviation and development,
including TEDx, the International Monetary Fund and NPR.

Ajit attended the Clarion West Writer's Workshop in 2004 and studied under several leading science fiction and fantasy authors. He has written for Urban Shadows, the Warren and Epyllion, is co-founder of Gaming as Other, on the board of #INeedDiverseGames, is a diversity consultant and has run and organized games at conventions across the United States.

GEN CON° INDUSTRY INSIDER ADVISORY PANEL



NICOLE LINDROOS

Nicole Lindroos entered the game industry in 1989. In that time, she co-founded Adventures Unlimited magazine, served on the board of the Game Manufacturers Association and as the chair of the Academy of Adventure Gaming Art and Design, volunteered both on the advisory committee and as the head of the Origins Awards, and has been an active freelancer for large and small companies alike.

Since 2000 Nicole has been coowner and General Manager of Green Ronin Publishing. Her recent projects include contributions to the Dragon Age Tabletop Roleplaying Game and Titansgrave: Ashes of Valakana.

MATT FORBECK

Matt Forbeck is an award-winning and New York Times-bestselling author and game designer. He has designed board games, collectible card games, roleplaying games, miniatures games, and interactive toys and has written comic books, video games, mobile games, alternate reality games, magazine articles, novels, nonfiction, screenplays, and short fiction. His work has been published in over 15 languages.

He has more than thirty novels and countless games published to date. His latest work includes the novel Halo: New Blood, Marvel's Captain America: The Ultimate Guide to the First Avenger, the Magic: The Gathering comics, the 2014 edition of The Marvel Encyclopedia, the Monster Academy YA fantasy novels, and the upcoming Shotguns & Sorcery roleplaying game based on his novels.

He lives in Beloit, Wisconsin, with his wife Ann and their children: Marty, Pat, Nick, Ken, and Helen. Those last four are quadruplets, but that's a whole 'nother story. For more about him and his work, visit Forbeck.com



INDUSTRY INSIDER EVENTS AND PANELS Located in the ICC rooms 240 and 241

Game ID	Day	Time	Location	TITLE
SEM16100232	Thursday	11 am	241	Starting Out: Getting Into The Games Industry
SEM16100241	Thursday	11 am	240	Worldbuilding
SEM16100238	Thursday	12 pm	241	Group Dynamics in Gaming
SEM16100200	Thursday	1 pm	241	Beyond Combat
SEM16100220	Thursday	1 pm	240	It's A Jungle Out There: Safety For Gamers
SEM16100223	Thursday	2 pm	240	Learn to Play? Play to Learn!
SEM16100227	Thursday	3 pm	241	Research & Game Writing
SEM16100236	Thursday	3 pm	240	The Hows & Whys Of Inclusive Art Direction
SEM16100195	Thursday	5 pm	240	Beyond 101: Evolving Discussions of Women in Games
SEM16100216	Thursday	5 pm	241	Hybrid Games: Game Balance & Dynamic Storytelling
SEM16100233	Thursday	6 pm	241	State of the LARP & How You Can Be A Live Action Role Player!
SEM16100235	Friday	10 am	240	The Freelancer's 10 Commandments
SEM16100203	Friday	11 am	241	Crossing The Divide Between Tabletop & Digital
SEM16100244	Friday	11 am	240	Gaming & Community
SEM16100218	Friday	12 pm	240	Improv For Roleplaying
SEM16100219	Friday	1 pm	241	Inclusive Gaming: How To Host & Create A Safe & Welcoming Space For All
SEM16100170	Friday	2 pm	240	5 Ways of Finding Your Spark
SEM16100217	Friday	2 pm	241	Immoral Women & Why Your Game Needs More of Them
SEM16100211	Friday	3 pm	240	Game Design 101
SEM16100224	Friday	3 pm	241	Love the Sound of Your Own Voice: Podcasting 101
SEM16100221	Friday	4 pm	240	Kickstarter 101
SEM16100201	Friday	5 pm	240	Bleeding Edge Games
SEM16100234	Friday	5 pm	241	Storytelling & Self-Censorship
SEM16100225	Saturday	10 am	241	Making RPG Welcoming To New Players
SEM16100202	Saturday	11 am	241	Cooperative Storytelling: The World-Magic of Games
SEM16100237	Saturday	11 am	240	Theme & Mechanics, Context is Everything
SEM16100242	Saturday	12 pm	241	Writing Trans Characters for Games & Fiction
SEM16100230	Saturday	2 pm	240	So You Want to Start A Game Company The How Tos & Wherefores!
SEM16100240	Saturday	2 pm	240	Working on Licensed Properties
SEM16100171	Saturday	3 pm	241	A Nice Neighborhood To Have Bad Habits In
SEM16100222	Saturday	4 pm	241	Language & Games
SEM16100231	Saturday	4 pm	240	Social Media & The Gaming Industry
SEM16100228	Saturday	5 pm	240	Right There On The Kitchen Table: Sex In RPGs
SEM16100229	Saturday	6 pm	241	So You Want To Be A Freelancer?
SEM16100215	Saturday	8 pm	241	Hacking as Other: Minority Game Design
SEM16100209	Sunday	10 am	240	Designing with Empathy
SEM16100226	Sunday	10 am	241	Raising Money To Publish Your Board Game
SEM16100205	Sunday	11 am	241	Cthulhu in Games
SEM16100213	Sunday	11 am	240	Gaming Needs You!



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DREAMSCAPE; EARUNA

Dreamscape: Laruna is an Epic Fantasy RPG about characters who have taken on the Legacy of their gods and heroes so they can eradicate the Corruption that plagues their land and create a Legacy of their own. It can be played alone or alongside Of Dreams And Magic.

Two Worlds.
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SALTIRE GAMES AND CHAMPPS ARE TEAMING UP TO BRING YOU THESE GREAT EVENTS:

	Welcome to Gen Con Kick Off Party			
Wednesday 8/3	Featuring our annual Gamer Trivia Contest			
7:30 pm - 11:30 pm	Board Game Demos by Mayfair, Iello, and Devious Weasel			
	Geek Out the Game Show with Playroom Entertainment			
Thursday 8/4	The trivia game Geek Out played as a game show			
7:30 pm - 10:00 pm	Take the stage and out-geek your fellow gamers			
	Star Wars Night, with Fantasy Flight Games			
Friday 8/5	Costume Contest, Star Wars Trivia			
7:30 pm - 11:00 pm	X-Wing, Armada, and Imperial Assault Demos by Fantasy Flight			
	Miniatures War Game Night with Mantic Games & Wyrd Games			
Saturday 8/6	Demo Warpath, The Walking Dead, and Malifaux			
	Say Anything after Dark with Northstar Games			
7:30 pm - 11:00 pm	A multiple game session of Say Anything			
()2				

Champps at Circle Center is located on the southeast corner of Washington and Illinois streets at the north end of Circle Center Mall, just inside the main entrance



- A great place for lunch or dinner
- Daily Drink Specials
- Check Out our Gen Con Specials

www.saltiregames.com 317.823.1645 11723 Pendleton Pike Indianapolis, IN 46236

PUPPET PROGRAM

Once again, Gen Con offers a variety of engaging puppet-themed events for children of all ages and those who are young at heart! Whether you're looking to try your hand at creating your very own puppet, would like to learn about the world of puppetry, or just want to enjoy a good laugh – you'll find something to enjoy in this program.

PUPPET SCHEDULE

(subject to change)

THURSDAY

SEM1694969 Creating Characters for Puppetry

and Beyond (noon to 1 pm)

SEM1694965 Puppetry in a Classroom Setting

(6 pm to 7 pm)

SEM1696521 The State of Puppetry Today

(7 pm to 8 pm)

FRIDAY

WKS1694977 Finger Puppet Feeding Frenzy

(9 am to 10 am)

WKS1694975 That Sandwich Puppet is Talking!

(12 pm to 1 pm)

WKS1695278 Puppetry Improv 101

(12 pm to 1 pm)

WKS1695279 Dynamic Puppetry Sketch Writing

(1 pm to 2 pm)

WKS1694974 Make The Raddest Sock Puppet

Ever (6 pm to 8 pm)

ENT1694963 Late Night Puppet Slam

(11 pm to Midnight)

SATURDAY

WKS1695098 Advanced Puppet Building

(10 am to 11:30 am)

WKS1694972 Puppet Manipulation 101

(10 am to 11 am)

SEM1695099 Puppets in Film and Video

(11 am to 12 pm)

WKS1695097 Vacuum Form Eyes for Puppets

(2 pm to 3 pm)

WKS1697140 Toy Theater Workshop

(3 pm to 5 pm)

WKS1697139 Marionettes 101 (5 pm to 6 pm) SEM1694971 Puppetry as a Career (6 pm to 7 pm)

ZED1696921 Puppeteer Meet n Greet Saturday

(7 pm to 8 pm)

SUNDAY

KID1694973 Puppet Singalong (10 am to 11 am)

KID1694976 PBJ Puppets for Kids

(11 am to 12 pm)

KID1694978 Moving Mouth Puppets for Kids

(12 pm to 1 pm)

GEN CON'S 2016 GUEST OF HONOR FOR THE PUPPET PROGRAM - GORDON SMUDER!



Gordon Smuder: His professional credits include costuming, toy design, special effects, prop and miniature building, authoring (both comics and teleplays), acting, puppetry, voice-acting, illustration, and producing a completely independent, award winning web show/nationally aired sitcom called *Transylvania Television*. Smuder is currently in post-production on the web series *Vermin*. Over the years, Gordon has provided many props for motion pictures including *Joe Somebody*, *Mighty Ducks 3*, and Kevin Smith's Grappler Gun in the film *Mall Rats*. Retired from a 25 year career in the "special effects biz," Gordon now concentrates solely on his career of television puppetry.

You can see Gordon's puppet creations at www. thepuppetforge.com. This year at Gen Con, Gordon will be a part of *The State of Puppetry Today* and the emcee for the *Late Night Puppet Slam*!

You are greatly encouraged to "Like" the Puppet Forge page as well as the *Transylvania Television* and *Vermin* pages on Facebook.

LATE NIGHT PUPPET SLAM

Friday 11 pm, Westin Grand Ballroom 5

Come join this slightly raunchy and always funny event, as the featured puppeteers bring us a variety of skits with a geeky theme. Remember, this show is for adults only!



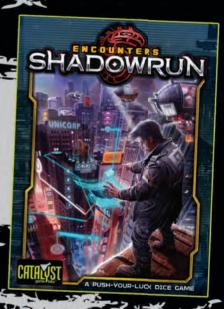


VIKINGS BOARD GAME

ALL THINGS BEGIN D AS STORIES

SHADOWRUN: ENCOUNTERS

TRY TO RUN IN THE SHADOWS, IF YOU CAN!





BATTLETECH: FIRST SUCCESSION WAR

HE DREAM IS DEAD

GET YOUR GAMES ON! COME SEE US AT BOOTH 929!

S GEN CON 2016: SPECIAL EVENTS

GAME LIBRARY & PICK-UP PLAY AREA

Adventure to the Game Library and encounter exciting tabletop battles!

See what games lay in store for you! Stay in the comforts of the Game Library to hone your skills with new and old favorites, or trek into the Pick-Up & Play Area with your new Exhibit Hall purchases to find your next contender.

GLANCE

LOCATION

ICC: Rooms 101-106

DAYS & TIME

Thursday - Saturday 8 am to 4 am

Sunday 8 am to 4 pm

GAME IDS

ZED1684692 - ZED1684798



GAME LIBRARY

In the midst of the madness of the Best Four Days in Gaming™, there is a haven that awaits you in the highest of mountains. The journey is arduous and you may encounter a scuffle or two, but once you have reached this impenetrable fortress, you will be handsomely rewarded! This location, called the Game Library, has plenty of seating, like-minded game lovers, and an abundant amount of games to play to your heart's content. With your Game Library & Pick-Up Play ticket, you will be granted access AND get a guaranteed seat. You've traveled long and far. Take your time and enjoy all that the Game Library has to offer.

NO MORE ROOM FOR YOUR LOOT AT YOUR DOMAIN? DONATE IT HERE!

Do you have an abundance of games that is piling too high at home? Need to make new space for the games you bought at Gen Con? Look no further and contribute to the Gen Con Game Library and we'll give your gently used games a new home. All varieties are welcome from old board and card games to new RPG's. We'll gladly make them part of the Gen Con family.

PICK-UP PLAY AREA (A.K.A. OPEN GAMING)

Alas! You've made it through the tough terrain of narrow paths full of twists and turns, venturing high and low to make your way to this marvelous space, dedicated just for your gaming needs! You have the option to bring your own game or rent one from the vast collection held in the Game Library. Meet up with a group of friends or find new ones to play with, all in our Pick-Up Play Area. We have a team of amazing volunteers that will be of assistance to help you find open tables to joining different groups. Go on! A new journey awaits you!

EVENT TICKETS

ZED1684692 - ZED1684798

Thurs & Sun am = \$4

Fri & Sat am = \$6

Thur-Sat pm = \$8

Tickets are per person.
Your ticket grants you access to the room, guarantees you a seat and all the games you want to play. The Day & Night ticket options give you the flexibility to create a custom gaming experience that fits your schedule.





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Oen Con Puzzle Runt XV The Legendary conquest

Good morrow. Wanderers! Gen Con is upon us again, and we invite thee to join our party of adventurers on a quest of great importance - to become the next great Legends in roleplaying game history! Findeth the hidden puzzles 'round the faire, and useth thy skills to solve them. Each one is about a great legend of history or myth, and there is much to be learned from each of them on your journey to greatness.

The first puzzle is here in this book, and 'twill help thee figure out what task shall be done to gather thy clues. If you solve the puzzle in this book and bring the correct answer to the Gen Con Puzzle hunt booth, verify you shall receive an entry in a drawing for a 4-day badge to return to Gen Con 50 in the year 2017! For every three additional puzzles, you shall earn another entry into the drawing. That's up to seven entries if all of the puzzles are completed!

Solve Just
one of the
puzzles and you
could win a free
4-day badge to
gen con 50
(2017)!

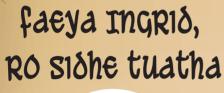
After each puzzle is solved, inscribe the answers in the blank spaces below:

Michelangelo	Paul Bunyan		
Rapunzel	Zeus		
Alan Turing	Cleopatra		
Josephine Baker	Snow White		
William Tell	Bobby Fischer		
Ben Franklin	Kane		
Galileo	Wyatt Earp		
Pelé	Shakespeare		
ther the information you have learned m each great legend and inscribe it here:	Alexander Familton		

Ga

Below is a portion of a character sheet of one of our youngest, (albeit wisest) NPCs. Something about this character seems rather strange, but there is much to be learned from all we know about this tiny queen. NPCs can always deliver a wealth of information if you know where to look, and they can teach you the different ways to solve obstacles in your path. There are always many ways to look at the same problem!

Look closely at this one, and she will give you the key you need to learn from the legends you'll meet on your quest!





level 1 hit points 14 age 4

melee +3 Rangeb +2 speeb 1 Initiative 7 5 str

20 Int

18 WIS

20 Sex

5 con

12 cha

Valorous favor shall be bestow'd upon thee at which hour thy quest is finished! Five badges shall be awarded to the adventurers who complete the final challenge in the most wondrous way, in the judges' eyes, by 3 o'clock in the afternoon on Sunday. We shall award 15 more badges to names randomly drawn from our entry bucket!

Kindly check thy answers, beg for hints, receive entry slips for the drawing, and interact with some delightful peasants at the Gen Con Puzzle Runt booth during the day.

Stuck? We are here to help you!

Go to http://www.LoneSharkGames.com/puzzlehelp for information on how to solve different types of puzzles or come to the Puzzle Hunt Booth for some tips!

Love puzzles?

Learn about more puzzling opportunities at http://puzzlehuntcalendar.com



ENTERTAINER SPOTLIGHT

Music, dance, comedy, and more will fill the halls of Gen Con. Meet the men and women who make up our merry band of **Roving Entertainers**.

Take a moment to enjoy as you make your way to your next event or stop by the Entertainer Spotlight area of the Exhibit Hall*! Feel free to tip generously!

CANYON SPELLS

Hailing from Nashville, TN, Canyon Spells is a rock band full of nerds. Band members Jimmie and Daniel first became friends playing Halo, Magic: The Gathering and Dungeons and Dragons at a local hobby shop - now when they're off tour they play Hearthstone, Overwatch, and cover songs on a weekly Twitch stream.

"We were gamers before we were musicians," says lead singer Jimmie Linville, "We've stayed true to that through the years. And every year at Gen Con we get to play music and games for four days straight, so that helps."

They've now shared the stage with Counting Crows, PHOX, and Toad the Wet Sprocket. Adam Duritz, of Counting Crows, tweeted of their album, Death Head, "it's like suddenly remembering all these good things I never want to forget." Come see them perform as a five-piece at Gen Con, then game with them afterward!





DAMSELS OF DORKINGTON *

The Damsels of Dorkington are here to usher in a new era of Dork Pride. They are three nerdalicious ladies and one dude in a dress who have come to bring you Nerdcore Comedy: a blend of raucous comedy, music, and geekery guaranteed to make you laugh, cry, or vomit. Perhaps all three.

DAMSELS OF DORKINGTON EVENTS:

- This Dorkington Life: Story Time
 (ENT1684796 & ENT1684797) Thursday, 7 pm
- Dorkington Presents: MacBLEEP the Scottish Musical (ENT1684794 & ENT168479) Friday, 7 pm
- Dorkington Presents: Stars War Episode 7%: The Force Embiggens (Special Edition) (ENT1684798 & ENT1684799) Saturday, 7 pm

CAPTAIN AMBIVALENT

Captain Ambivalent (aka Dan Biemer, pronounced "BEE-mur") is a nerd-rock singer/ songwriter/superhero, boldly battling market forces since 2005. His glacial rise from total obscurity to semi-obscurity began at the Front Porch Music open mic in Valparaiso and has grown to include WXRT, Doctor Demento, South Bend Public Television, PierogiFest, Gen Con, a one-man show touring alternative theaters, and even a brief cameo on America's Got Talent. Learn more than you ever wanted to know about his musical back story in "How I Learned to Stop Worrying And Love The Accordion."

Captain Ambivalent will be roving the halls of Gen Con on Saturday and Sunday.



INSTANT GAMESHOW

A roaming band of middle-aged vagabonds seek to entertain and confound one and all with gaming related trivia, lip sync contests, and more!

This year, while you're roaming the hallways, keep your ears to the ground and your wits about you. Listen closely for the rumbling wheels of fame, fortune and quizzical glory as ... Instant Gameshow is back! We've revamped, reloaded and are ready for action. Featuring the members of the '40 Going On 14' podcast and a beautiful lady to boot. What could go wrong?







MARC GUNN *

Marc Gunn is a Celtic Geek. He plays rhythm & folk Celtic music on the autoharp, fusing traditional Irish and Scottish songs with a comedy twist. He has released over 20 solo albums since 2004. His love of science fiction conventions, Renaissance festivals, fantasy, comedy, dragons, and cats shows in his music. His latest album is called Pirates vs. Dragons and tells the story of how he was shanghaied by air pirates to hunt dragons!

Marc was nicknamed The Celtfather, and not just because he is the father of two wonderful girls. It's because he pushes the limits of Celtic music online. Few Celtic musicians have so masterfully used the internet to launch their music careers as he has, winning awards, giving away a full album of his music and podcasts. Marc Gunn helps you celebrate Celtic culture through music, while reassuring you it is awesome to be a Geek!

MARC GUNN EVENTS:

- Firefly Drinking Songs with Marc Gunn (ENT1687819) Friday, 8 pm
- Irish Drinking Songs for Cat Lovers with Marc Gunn (ENT1687821)
 Friday, 5 pm
- Sci Fi Drinking Songs with Marc Gunn (ENT1687826) Saturday, 8 pm

MAROONED *

"These are the songs you'll sing softly through your tears as you find yourself shackled and hanging by your ankles in a Spanish prison..."
- Bilgemunky Pirate Radio

"The vocal sounds are sometimes eerie, sometimes fun, but always excellent in quality. This is no amateur hour" -- Celtic MP3s Music Magazine



Marooned was born on the festival circuit in 1995 and since that time has grown into a multiple "Rennie" award-winning group. Having performed on land and sea, from one coast to the other, with a career spanning decades, centuries, and even the millennia, their favorite port of call is returning home to Gen Con.

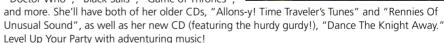
A mainstay of Gen Con atmosphere since 2004, the crew has released their last four albums and an EP here at the convention. So whether you have time to stay for an entire performance, or stop to catch a chorus on your way to your next event, Marooned is a group you'll still remember long after the dice stop rolling. Stop by and see them in the dealer's hall at the Entertainment spotlight. Pick up a CD or just say ahoy. Free, piratical dice-blessings are available upon request.

Like them on Facebook at https://www.facebook.com/MaroonedLV/, find us online at http://marooned.us/

APRYL KNIGHT *

Apryl Knight plays more instruments than you can shake a stick at. For that matter, she plays sticks, too (well, bones, but close enough, right?) With flute, bowed psaltery, bodhran, pennywhistle, and hurdy gurdy in her arsenal, her motto is "Music from many times, and many lands, on WAY too many instruments!" Apryl has played at Medieval and Renaissance Festivals, SCA events, and conventions from Texas to Pennsylvania.

Expect to hear a healthy dose of Medieval and Renaissance music, as well as geeky favorites from "Doctor Who", "Black Sails", "Game of Thrones",



Apryl will be at her table in the Entertainer Spotlight Area when she's not playing in the halls. If you see her, feel free to give her requests (she'll be regenerating from Ren Faire Gal into Steampunk 10th Doctor at some point, so watch closely!)

For more info, visit www.aprylknight.com, www.facebook.com/AprylKnightMusician, and twitter.com/apryl_knight.





DAN THE BARD *

Dan the Bard composes, records, and performs songs about Dragons ... and the Dungeons in which they dwell! He has 10 CDs, the most popular of which are his "Gamer Trilogy": Manticores and Owlbears (2009), Bard Camp! (2011) and Epic Lute (2014), not to mention his BRAND NEW CD Cross-Genre References (2016), featuring songs about Star Wars, Star Trek, Comic Books, Game of Thrones, Anime, Doctor Who, and more!

Dan has several shows at Gen Con (check the schedule) and has also performs at GaryCon, ACEN, C2E2, WindyCon, DucKon, OPCON, CODCON, GameholeCon, ConOntheCobCon and CapriCon. He is also the Music Director of the Bristol Renaissance Faire where he has been performing for the last 20 years!

Check out www.danthebard.com and "like" him on Facebook at www.facebook.com/danthebard.

DAN THE BARD EVENTS:

- The Bard LIVE in Concert! (ENT1688103) Thursday, 5 pm
- The Bard LIVE in Concert! (ENT1688087) Friday, 12 pm
- The Bard LIVE in Concert! (ENT1688088) Friday, 9 pm
- The Bard LIVE in Concert! (ENT1688089)
 Saturday, 7 pm
- Breakfast With The Bard! (ENT1688098) Sunday, 10 am



DIFFERENT DRUMMER BELLY DANCERS *

THE BELLY DANCE FORCE AWAKENS!!!

Different Drummer Belly Dancers (DDBD) are shimmying back into action to show you just what gaming-geek belly dance is! In honor of Star Wars, DDBD will dedicate their Pre-Costume Contest show to the beloved universe. Moving their hips to their favorite music and honoring their favorite Geek them, these dancers will get you on your feet and smiling. Whether you find DDBD entertaining at the Spotlight Area, teaching classes, or dancing before the Saturday Costume Contest, DDBD is here to entertain you!

Moving their hips to their favorite music, these dancers will get you on your feet and smiling. Whether you find DDBD performing in the hallways, teaching classes, entertaining at the Spotlight Area, or dancing before the Saturday Costume Contest, DDBD is here to entertain you!

- See us salute Star Wars before the Costume Contest on Saturday!
- Visit us in the Exhibit Hall for belly dance, gaming, and costume goodies!
- Take classes with us see the schedule and learn to belly dance!
- Join us during our roving dance sessions in the hallway for more dancing and merriment! Note that there are hardcore gamers mixed in DDBD. (One dancer was Head Story Teller for a LARP!)

Note that there are hardcore gamers mixed in DDBD. (One dancer was Head Story Teller for a LARP!)

For more information visit us at www.ddbd. org/gencon. Follow us on Twitter at www.twitter. com/ddbd.

DIFFERENT DRUMMER BELLY DANCERS EVENTS:

- Belly Dance Is For Every Body (SPA1688206) Thursday, 11 am
- American Tribal Style® Belly Dance Is For Every Body (SPA1688207) Friday, 11 am

IL TROUBADORE *

Formed in May 2004, Il Troubadore was conceived first as a variety band designed for private parties and small venues. The name was chosen to reflect the early material - which included several Italian Bel Canto, operatic arias, and Irish and Scottish folk tunes. Robert Bruce Scott, a classically trained vocalist plays mandolin, Celtic harp and classical guitar. Jon Silpayamanant exercises his classical-training on the cello and also contributes to the singing. In 2007, Paul Radecki added his dumbek talents to the ensemble. Leonie Leduc added her clarinet, trumpet, and recorder skills to the mix in 2011.

The band quickly adapted to playing in larger clubs, adding rock, country, disco, jazz and folk covers from a broad variety of cultures as well as strong original material that blends heavy metal, classical and world music influences. Their Middle Eastern flair attracted attention from the Midwest's rapidly growing belly dance community. Now, local and regional dancers and musicians accompany Il Troubadore at many of their appearances.

With a growing list of more than 700 songs from more than 70 countries and in 48 languages at their command, with styles that range from most euro-American pop genres (e.g. Heavy Metal, Disco, Country, and Rock); to world music folk (e.g. Irish, Scottish, Albanian, Bhangra); to Asian film and dance-drama music (e.g. India

Bollywood, Chinese, Thai); to western art music (e.g. Italian bel canto, Classical, Jazz). The quartet is constantly adding new songs to their set lists, with songs in constructed languages (e.g. Klingon, Ewok, Huttese, Elvish) consisting of a significant proportion due to the groups' increasing performances at Sci-Fi/Fantasy conventions and related special events.



WATER STREET BRIDGE *

The desert's hot tongue lashed them, tiny razored barbs upon their skin, as the three travelers, Goater, Jocko and Nox, emerged from the belly of the iron dragon that had been their cocoon for a fortnight. Istanbul at last. A half score porters raced to the baggage car, their faces wrapped tight in a desperate attempt to fend off the silicae demon that now devoured the station. Systematically they extracted the traveler's precious cargo with surgical precision. First to emerge was Goaters guitar, accordion and ukulele; next came Jockos guitars, mandolin and ukulele; then lastly an endless parade of Nox's eldritch skinned drums and cacophonous

treasures. With the deft skill of master jogelours, they soon had all safely tethered upon the dromedaric caravan that would lead them on their final leg across endless moonlit dunes down to the sunless sea. Clarion cries spurred the fabled beasts to motion as they fled swiftly into the night. The sultan would not be kept waiting.

Music. Mirth. Mayhem. And a little extra sand.

Check out: www. WaterStreetBridge.Band.



Istanbul, 1914

mater streethridge band



CCGs & Minis Booth #1501 Board Games Booth #1709

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Visit Booth #1709



ART SHOW

Let your imagination run wild at the Gen Con Art Show!

Located in the Exhibit Hall, everything you could possibly dream of, from the dark and demented to the light and lucid, is all here for you to behold.

The Gen Con Art Show showcases some of the most prestigious and influential artists in the fantasy, sci-fi, comics, horror and gaming genres and this year is no different.

The 2016 Art Show is THE place to discover new artists, meet some of your favorites in the industry, or just a place to immerse yourself in the world of art.

GLANCE

LOCATIONExhibit Hall

DAY & TIME

Thursday – Saturday 10 am – 6 pm

> Sunday 10 am – 4 pm

ATTENDING ARTISTS

Awaken your mind to the creativity exuding from these talented individuals. From returning favorites to new artists, don't miss out on the amazing Gen Con Art Show! You never know what you will discover.

Elisabeth Alba (albaillustration.com)
Fian Arroyo (fian.com)
A.L. Ashbaugh (alashbaugh.com)
Tom Babbey (tombabbey.com)
Kat G. Birmelin (coroflot.com/katguevarart)
Jared Blando (theredepic.com)
Christopher Burdett (christopherburdett.com)

Christopher Burdett (christopherburdett.c Mike Burns (artburns.blogspot.com) Chris Casciano (cascianoart.com) Conceptopolis, LLC (conceptopolis.com)

J.S. Choi (jschoi.deviantart.com)
Brent Chumley (brentchumley.net)
Brian Colin (briancolin.com)
Cari Corene (caricorene.com)

Eric Deschamps (ericdeschamps.com)

Diha Artwork (facebook.com/diha.artwork)

Alexandra Douglass (alexandra-douglass.com)

Talon Dunning (talonart.com)
Lucas Durham (lucasdurham.com)

Alan Dyson (dysonimages.com)
Micah Epstein (micahepstein.blogspot.com)
Emily Fiegenschuh (e-figart.com)

Sam Flegal (samflegal.com)
Thomas Fleming (flemart.com)
Tawny Fritz (tawnyfritz.com)
Andre Garria (creatorpymod dow

Andre Garcia (creatorpwned.deviantart.com)
Melissa Gay (melissagay.com)

Justin Gerard (gallerygerard.com)

James Herrmann (herrmannstudio.com)

h-eri (heri.portfoliobox.me)
William Hodgson (n/a)

Ralph Horsley (ralphhorsley.co.uk)
Sasha Jones (sashariones.com)

Sasha Jones (sasharjones.com) **I.S. Kallick** (ikallick.com)

John Kaufmann (jek2004.com)

Priscilla Kim (priscillakim carbonmade c

Priscilla Kim (priscillakim.carbonmade.com)
KLSteeleArt (klsteeleart.com)

Chris Knight (goodknightart.com) **Megan Lara** (meganlara.com)

David LaRocca (ArtByLaRocca.com) **Alayna Lemmer** (alayna.net))

Vincent Marcone (mypetskeleton.com)

Aaron Miller (aaronbmiller.com)
Raven Mimura (ravenmimura.com)

Jeff Miracola (jeffmiracola.com) **Ania Mohrbacher** (aniamohrbacher.com)

Peter Mohrbacher (vandalhigh.com)
Stan Morrison (stanley-morrison.artistwebsites.com)

Scott Murphy (murphyillustration.com)

Amy Nagi (amynagi.com)

Stephen Najarian (najarianart.blogspot.com)

NEN (doe-and-coyote.net)
Tran Nguyen (mynameistran.com)
William O'Connor (wocstudios.com)
Emma Overman (emmaoverman.com)

Mark Poole (markpoole.net)

Claudio Pozas (claudiopozas.com) Steve Prescott (rottface.com)

Andrea Radeck (alradeck.daportfolio.com)

Omar Rayyan (studiorayyan.com)

Michael Rechlin (artofmyke.daportfolio.com)

Lance Red (reddaydream.com)
Mike Sass (sassart.com)

Stuart Sayger (stuartsayger.com)
Lorraine Schleter (lorillustration.com)

Dan Scott (danscottart.com)

Chris Seaman (chrisseamanart.com)

Gavin Smith (gavinpatricksmith.blogspot.com)

Joe Slucher (joeslucher.com) Kim Sokol (kimsokol.com)

John Stanko (stankoillustration.com)

Annie Stegg Gerard (gallerygerard.com)

J. Edwin Stevens (level20artist.com)
Alex Stone (alexstoneart.com)

Charles Urbach (charlesurbach.com)
Jacob Walker (jw-illo.com)

Tyler Walpole (tylerwalpole.com)
Owen Weber (oweber.com)

Corene Werhane (corenewerhane.com)
Brent Woodside (woodsideillustrations.com)

Kayla Woodside (kaylawoodsideart.com) **Alison Zhang** (n/a)

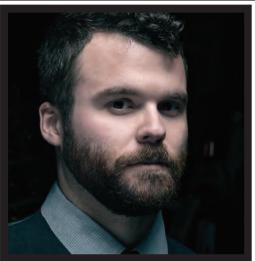
New exhibiting artists to the Art Show are in italics. This list is not comprehensive of all the artists attending the convention, only those participating in the Art Show.





ARTIST GUEST OF HONOR

TYLER JACOBSON



ABOUT TYLER

Tyler graduated from the
Academy of Art University in San
Francisco in 2009 with an MFA
in illustration. After graduation
he began work for Wizards of
the Coast. Other clients of Tyler
Jacobson include Paizo, Inc.,
Applibot Inc., Simon & Schuster,
Konami, and Rolling Stone
Magazine.

He has won many awards including the Spectrum 19 Gold Award for Advertising and the Joseph Morgan Henninger Award for Best in Show at the Society of Illustrators LA.

Tyler lives in the Pacifi Northwest and spends his free time obsessing over enjoying movies and film histor. He also practices HEMA as much as he can.









Visit Tyler's website www.tylerjacobsonart.com for more information and to view his work.

STOP BY TYLER'S BOOTH AT THE ART SHOW!

*All images used with permission by Tyler Jacobson

AUCTION

Going once ... going twice ... it's Auction time at Gen Con! Whether you are looking to find some new loot, trying to make space for new games, or simply wanting a good bargain find, the Auction area is the place for you.

HERE IS HOW IT WORKS . . .

Buyers - simply register when you get to the auction for \$1, and you will be issued a buyer "NUMBER" card which you use to bid. When you want to bid on an item, just hold your card up with the numbers facing the stage, and keep it up as long as you are still interested. If you stay in longer than all other auction attendees, you win!

You can pay for each item as it is won or you can put down a deposit to open a "tab," allowing the team to conveniently store your items for you until the end of the auction daily session. You do not need a bidder card to visit the consignment store; any person with a badge may enter and purchase items.

Sellers - Payments for your items can be received as soon as your items are sold (rounded down to the nearest whole dollar). You can collect your money anytime during the auction up until the Charity Auction begins Saturday night. After that, you can pick up your money on Sunday or just wait – Gen Con will send you a check if you can't make it on Sunday. Any unsold items that you fail to collect by Sunday at 2 pm will be donated to charity.

Putting items for sale into the Consignment Store costs only \$1. If you get in early, your item can be on display for up to three full days, and you can choose to lower the price each day (if you want) to entice convention goers to buy your item as it goes on-sale!

GLANCE

LOCATION

ICC: Room 130 - 133

DAY & TIME Item Check-In *

Wednesday Noon - 6 pm

Thursday 10 am – 8 pm

Friday 9 am – 5 pm

Saturday **
9 am - 11 am

*There will be no onsite data entry available. All items must be pre-registered on our website in advance of the show.

Items are accepted Saturday, or outside of scheduled times, only by pre-arrangement or by exception.

Consignment Store

Thursday 10 am – 11 pm

Friday 9 am – 11 pm

Saturday 9 am - 7 pm

Live Auction

Thursday 10 am - 11 pm

Friday & Saturday 9 am – Midnight

Seller Payouts & Item Return

Sunday 10 am – 2 pm

AUCTION EVENTS

CHARITY AUCTION

The Charity Auction will arise on Saturday! Items donated by Exhibitors, individuals and of course the most desirable, will be auctioned off. All proceeds go directly to the show's charity of choice – **The PourHouse**. Last year, Gen Con raised more than \$40,000 for the Official 2015 Charity, The Julian Center.

COLLECTIBLES AUCTION

Be sure to clear your schedule Friday evening for this can't miss event ... the "Crème de la Crème"! This special auction will feature all of the very best items. Want a sneak peek? Stop by to check them out in the glass showcase ahead of time. If you're looking for a rare item, this is the opportunity for you. Let the auction magic begin!

AUCTION EVENT SCHEDULE

COLLECTIBLES AUCTION
Friday at 8 pm

CHARITY AUCTION & SPECIAL AUCTIONS Saturday at 7 pm

All times are approximate. Check for the updated schedule posted in the Auction room.



FEES

BUYERS

- To buy from the store no charge.
- To bid in the live auction one time charge of \$1 (this is for your bidder card).
- To open a tab (so you don't have to pay right away) - credit card information or a \$50.00 deposit, refunded when you pick up your items. Opening a tab is optional – you can choose to just pay as you go and not put down any deposit.
- Buyers premium of +3% is added to each transaction, discounted to 0% if paying with cash.

SELLERS

- To put an item in the store \$1.00 per item.
- To put an item in live auction \$2.00 per item.
- Sellers also need to pay the \$1 one-time charge for a bidding number (which also may be used to buy items).
- If your item sells, the auction takes a commission which will be a percentage of the sales price:
 - 15% for live auction items
 - Only 10% for store items!





CONSIGNMENT STORE

Not in the mood for a bidding war, but still looking for a good bargain? Make your way to the Consignment Store! Peruse around the store and discover hidden gems amongst the thousands of items available. New items are added throughout the show with some prices changing daily.

FORMS OF PAYMENT ACCEPTED

Cash - or - Any major credit card

FOR SALE (AND AVAILABLE TO BUY)

ACCEPTED

Games & game related stuff!

Examples: Role Playing Games, Board Games, War Games, Euro Games, Card Games, Magic The Gathering, CCG's, LCG's, Collectible Pre-Painted Plastic Miniatures, Metal Miniatures, Toys, Art, and gamer related Comics, Books or Magazines.

NOT ACCEPTED

Mildewed items, counterfeit items, any item that violates copyright, or too many copies of an unpopular item. We are also unable to accept weapons.

GEN CON 2016 : SPECIAL EVENTS

MINIATURE HOBBY EVENTS (MHE)



Thanks to the Gen Con 2016 MHE Sponsor Games & Gears for their paint brush donations and special prize support!

FROM BEGINNER TO EXPERT

You can go from beginner to expert minis painter with events available at Gen Con 2016!

Learn the basics at Paint & Take, enroll in one of many classes to learn a new skill or advance a current skill, prove your skills in the Speed Paint Arena, or emphasize the fine art of detail in the Miniatures Painting Competition!

PAINT & TAKE

Never held a brush before? Always wanted to try painting? Come sign up for a slot and join us in the Paint & Take area. They provide the supplies, minis, and instruction. All levels of experience are welcome, but this event is first time painter friendly!

Please note: Free brushes have been donated by Games & Gears. There is a limit of one brush per artist.

THANK YOU TO THE SPONSORS FOR MAKING THIS EVENT POSSIBLE!

GOLD SPONSOR



SILVER SPONSOR







BRONZE SPONSORS



Show your support for all of our amazing sponsors by visiting their booths and don't forget to pick up something special for your next project while you're there!

MHE WORKSHOPS

Learn from the experts and bring out the best in your mini art!

These classes take you from the absolute beginning, such as our many introductory mini-painting classes, and a class on how to prep your new miniature for assembly and painting (MHE1687364), to more complicated classes such as working with "green stuff" in Miniature Modeling & Sculpting (MHE1686006) and Highlighting & Shading Red, The Next Step to Competitive Painting (MHE1686461).

For most classes, all levels of experience are welcome – just bring your questions and enthusiasm for miniatures and they'll do the rest.

Check the Event Charts in the back of this book for a listing of all the available workshops.

Look for the MHE icon!

MINIATURES PAINTING COMPETITION

Entry Deadline: Friday 9 pm
Entry Pick Up: Saturday 5 – 7 pm, Sunday 9 am – 3 pm
Cash prizes, trophies, and more!

Categories:

- Diorama
- Large Figure
- Single Figure
- Machines of War
- Unit
- Hatchling Category (14 year old and under)

Special Awards given regardless of category:

- Judge's Award
- Manufacturer Awards

FOR OUTSTANDING ACHIEVEMENT IN THE FIELD OF EXCELLENCE! Gen Con's Painting Competition Awards Ceremony

Enjoy masterful creations by some of the best figure painters in the world as well as rising stars. Independent awards, the Aces of Painting, and the winners of the main competition all will be announced.

Join this exciting, free event! Saturday at 6 pm in the ICC: 2nd Floor Serpentine.

GO, SPEED PAINTER, GO!

Speed is the key here, but quality is just as important.

Come watch the champions or test your speed painting skills yourself.

All supplies (paints, brushes, minis) will be provided.

SPEED PAINT ARENA

It's not how fast you paint, it's how well you paint ... fast! You'll have 45 minutes to finish painting a miniature provided by our sponsors. Each session will determine who is the best and brightest. Then, these competitors will face off again during Sunday's *Championship Rounds* to find out who will be crowned the best in Indv.

Join the action. Even if speed-painting events are sold out, stop by and check, they might have a spot available for YOU! Speed Paint events are being hosted by the following companies:

- Iron Wind Metals / Ral Partha
- Impact! Miniatures
- Privateer Press

- Reaper Miniatures
- Wyrd Miniatures



ACES OF PAINTING: CHARITY SPEED PAINT & AUCTION

The clash of the titans returns! Think you've seen the best mini painting around?! Think again! Join this lightning fast round where the pros compete against each other.

14 years since it began, this crowd-pleaser is not just about speed, it's also for charity. You'll want to be close to the action as you watch 10 of the best mini painters at Gen Con competing to capture the "Ace of Aces" title and a prize for the best painted mini ... not to mention bragging rights!

The Aces get one hour to finish an unknown mini. The minis are then displayed until the **Gen Con Charity Auction**, where they will be auctioned as a single lot, including a certificate signed by all participants, a wooden display base, and a box to pack them in safely. All proceeds from the sale will be donated to the Gen Con 2016 Charity Partner, **The Pour House**, so check out these spectacular small scale creations and help raise funds for a great cause!

GLANCE

LOCATION

ICC: 2nd Floor Serpentine Lobby

ACES OF PAINTING LOCATION

Speed Paint Arena

DAY & TIME

Friday 7 pm SPEED PAINTING

DAY & TIME Thursday – Saturday

10 am – 5 pm Sunday

Cheer on the Champions!

*Various times check the
Event Charts for more details.

PAINTING COMPETITION AWARDS CEREMONY

LOCATION

ICC: 2nd Floor Serpentine Lobby

DAY & TIME

Saturday 6 pm

MHE WORKSHOPS LOCATION

ICC: Room 231-232

DAY & TIME

Various

Check the Event Charts in the back of this book for a listing of all the available MHE events. Look for the MHE icon.



NSDM GAME

HERE'S THE GAME: "You players are world leaders. You over there, you're the Cabinet. You folks in the corner are the military leadership. Here's your country; you know about it, it's real. The scenario is: it's the world as you know it today. Here are the real issues. Fix them. Start now." Do you feel up to the job?!

THE NATIONAL SECURITY **DECISION MAKING (NSDM) GAME**

is a fast-paced, challenging political-military-economic simulation of strategy and geopolitics providing insight into cultures, political processes, geopolitical situations, and exploring the challenges of nations around the world. NSDM originated at the U.S. Naval War College and is based on games used by senior U.S. Government officials to explore geopolitical options. It has been presented at the U.S. Air University, National Defense University, Marine Corps Intelligence Activity, the Rochester Institute of Technology, Ashland University, Ball State University, and has been at every Gen Con since 1992.

NSDM is part seminar game and part live-action role play. Most find NSDM intellectually stimulating, vigorously competitive, and unlike any other gaming opportunity they have ever had. Every game has new scenarios, new countries in play, and new challenges.

Each player is assigned a role within a nation's decision making structure, from which he or she can affect the formulation of national policy in that nation in order to advance his or her assigned personal objectives.

GLANCE

LOCATION

Marriott 2nd floor: Austin/Boston rooms. behind the Marriott Ballroom

DAY & TIME

Wednesday - Saturday **Various**

NSDM'S 2016 PROGRAM & SCHEDULE OF EVENTS

WEDNESDAY

NSDM Contemporary Fast Play Game (RPG1694196)

THURSDAY

The European Union (SEM1694967)

NSDM Contemporary Fast Play Game (RPG1694202)

WWI Mediterranean Submarine Operations (SEM1694225)

5 pm
Electromagnetic Rail Guns, Separating Science from SF (SEM1694257)

6 pm Historical 1983 What if?: The Nuclear War that... (SEM1694231)

8 pm

NSDM Cold War Fast Play Game (RPG1694207)

FRIDAY

10 am

Who Has What?: a Comparison of Major Military Forces... (SEM1694968)

11 am

Classic Military Theorists: What Did they Actually... (SEM1694970)

12 pm

NSDM Cold War Fast Play Game (RPG1694209)

4 pm

Energy & the Modern World (SEM1694262)

5 pm

Terrorism: The Basics (SEM1694966)

6 pm Foundations for Initial World War II Pacific War Sub... (SEM1694233)

NSDM Contemporary Fast Play Game (RPG1694203)

SATURDAY

NSDM: Doomsday Scenario (RPG1694212)

Noon

Robotics in Modern War (SEM1694250)

2 pm

NSDM Contemporary MegaGame (RPG1694213)

8 pm

Global Hotspots (SEM1694265)

Check the Event Charts for a complete description of these events!

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The World's Finest Miniature Gaming Terrain

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CASTLE BUILDER

PREORDERS AVAILABLE NOW!

Piece Bazaar

BUY THE PIECES YOU WANT BY THE POUND!

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INTRODUCING OUR NEW FEATURE FILM

GET YOUR SIGNED DVD OR BLURAY TODAY!

"One of 25 movies we can't wait to see" -Rolling Stone



SPA PROGRAM

SOMETHING FOR EVERYONE IN THE SPA PROGRAM!

With more than 300 events this year, this group of non-gaming activities has something for all. Whether you want to take a traditional crafting class, get moving in an active class, or go on an adventure, the SPA Program has got you covered. All it takes is an event ticket to engage your imagination and create lasting memories! Look for the SPA icon within the Event Chart in the back of this book to discover all the possibilities.

ACTIVE CLASSES

Ready to get warmed up and get moving? Try a Zumba class or a K Pop Dance Fitness class.

Belly dance classes, such as SPA1688206 and SPA1688207, are great ways to get exercise and have fun doing it. There's a variety of basic hand-to-hand, sword, and staff fighting classes, as well as a self defense class tailored specifically for women, SPA1684405.

If you need to cool down a bit, you're covered, too. Start your morning with calming and centering yoga and tai chi classes, or try a class on meditation and breathwork, SPA1684473.

One of the cornerstones of the SPA program since its creation has been the group Dancing and Dragons, led by professional dance instructors. Any of their classes are recommended to learn a variety of steps, including multiple upbeat swing dance classes, SPA1684276 and SPA1684277, a graceful Viennese Waltz class, SPA1684265, and sultry tango classes, SPA1684269. There are plenty of other dance classes too, just check the events charts in the back of this book.

If you'd like to put those dance class skills into action before the actual dance, there's even a ballroom practice party on Saturday night, prior to the Gen Con dance. Event ID: SPA1684283.

CRAFTING CLASSES

You'll find a huge variety of traditional crafting classes, including basic knitting classes, SPA1684105 and SPA1684109, learning to crochet classes, SPA1685760 and SPA1685763, and some beginner friendly jewelry classes, such as SPA1685359, SPA1684582, or SPA1685814.

And if you're looking for crafty classes with a geeky twist, we recommend you check out any of the events run by the group Crafty Gamers, who run high quality crafting events with geeky themes.



GLANCE

LOCATION

ICC: Rooms 201-210

DAY & TIME

Thursday – Sunday Various

OPEN CRAFTING

Location ICC: 209

DAY & TIME

Thursday – Saturday 8 am – 10 pm

> Sunday 8 am – 3 pm

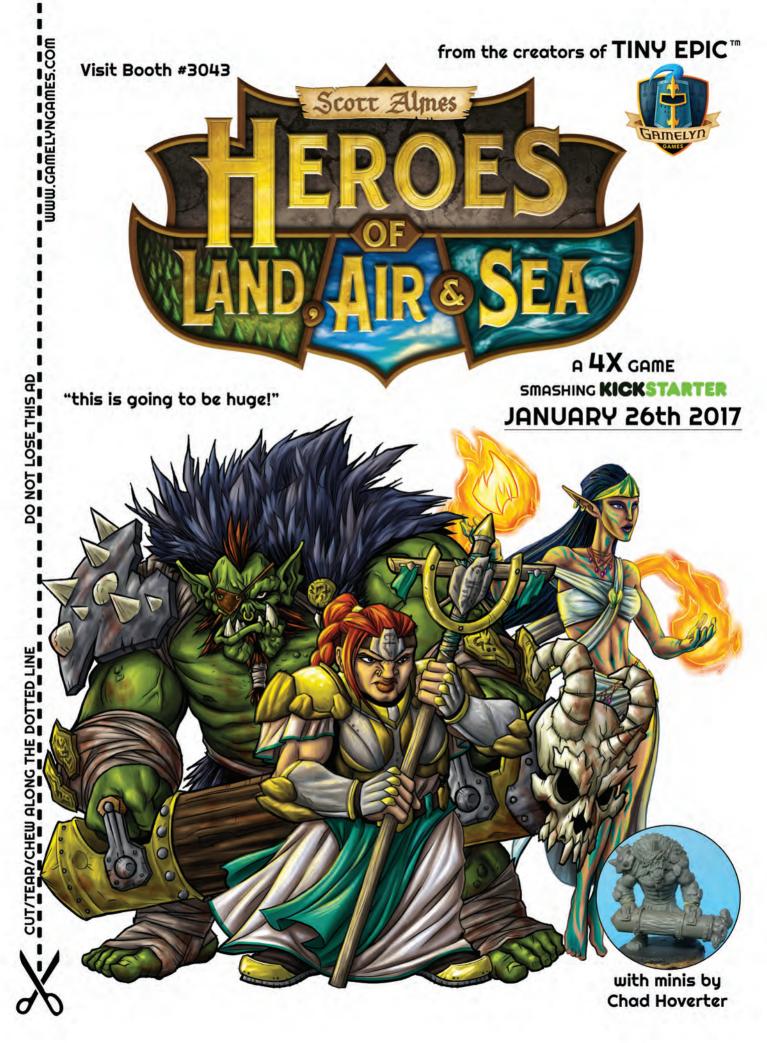
GET CREATIVE AT OPEN CRAFTING!

Looking for a little inspiration? Need to get your crafting fix? Would you like to relax in a craft friendly environment? Then stop by Gen Con's Open Crafting room!

Plenty of space and many free supplies are available. Even more incredible it's not just the supplies that are gratis, it's FREE for anyone with a Gen Con 2016 badge. So use your crafting powers for good and create away. Don't forget about craft karma – donations are happily accepted there, too!

LOCAL TOURS

One of the great things about downtown Indianapolis is how connected everything is; you can go from gaming, to hotel, to restaurants, all without even going outside! However, there are events that will encourage you to explore all the city has to offer! There are multiple downtown Indy "Catacombs" tours, at the City Market, just a short walk away, from group Indiana Landmarks. If you'd like something a little scarier, join Chaos Haunted & Historical Tours for one of their many downtown Haunted Walking Tours.





WINTER ENCHANTMENT DANCE

Winter is coming...to the Gen Con dance! It may be hotter than the fires of Mordor outside, but it's cooler than the ice planet Hoth at the dance. Come "LET IT GO" with your fellow gamers on the dance floor, as Gen Con closes out the last night with a blizzard of fun!

You can dance the night away like a happy snowman, or just come chill out with a DJ and full cash bar. Thematic costumes are always welcome, but not required.

Come see and be seen at the top social event of the convention.

GLANCE

LOCATION

Union Station: Grand Hall

DAY & TIME Saturday, 9 pm

Don't miss out!
The enchantment is priceless,
but the event is free to
everyone with a Gen Con
2016 badge.









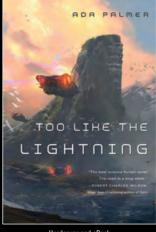
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DISCOVER TRUTHS THAT SHAKE THE WORLD

"[0]ne of the most maddening, majestic, ambitious novels—in any genre—in recent years."

-NPR

Convict Mycroft and sensayer Carlyle have stumbled on the wild card that may destabilize the system: the boy Bridger, who can effortlessly make his wishes come true. Who can, it would seem, bring inanimate objects to life....



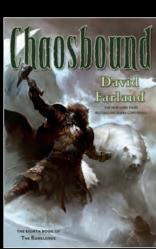
Hardcover and eBook

"David Farland's Runelords books are among the best fantasies on the market today."

—KEVIN J. ANDERSON

New York Times bestselling author of Paul of Dune

The world of the Runelords has been combined by magic with another parallel world, beginning of a process that may reunify all worlds into the one true world. Meanwhile, Fallion is in grave danger and imprisoned in his own body, as the whole of humanity faces extermination.



Paperback



Hardcover and eRook

An historian who speaks with the dead is ensnared by the past. A child who feels no pain and who should not exist sees the future. Between them are truths that will

shake worlds.

"Suspenseful and emotionally engaging, *Barsk* brings readers into a fascinating

—THE WASHINGTON

POST

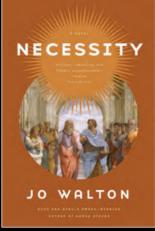
speculative world."

"Walton shines...a spectacular coming-ofage tale that encompasses everything from courtroom dramas to sexual intrigue."

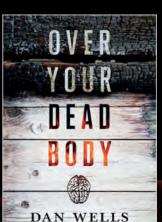
—CORY DOCTOROW

Boing Boing on The Just City

Jo Walton's tales of gods, humans, and what they have to learn from one another takes an interstellar twist.



Hardcover and eBook



Hardcover and eBook

★"[V]ery fine indeed."

—Booklist

starred review

John and Brooke are on their own, hitchhiking from town to town as they hunt the last of the Withered through the midwest—but the Withered are hunting them back, and the FBI is close behind.





The Gen Con Costume Contest celebrates its 31st year! Feast your eyes on some of the best costumes the industry has to offer. Join us Saturday at the Gen Con Main Stage in the 500 Ballroom for this exciting event. The Costume Contest is free to all; a Gen Con badge is required. The event includes preshow entertainment, too! Get there early to get a seat; this event becomes standing room only. Display your costume finery or just relax and watch the best show at the convention!

GLANCE 12

COSTUME PARADE DAY & TIME

Saturday, 3 pm - 3:45 pm

COSTUME CONTEST

ICC: 500 Ballroom

DAY & TIME

Saturday, 4 – 6 pm (Pre-Show at 3:30 pm)

in ace III

COSTUME PARADE

A Costume Parade through the Indiana Convention Center will begin at approximately 3 pm. Anyone in costume may join the parade anywhere along the route.

COSTUME CONTEST CONTESTANTS

The parade is optional but encouraged; participation in the parade is not part of judging for the Costume Contest. More details will be provided at check-in.

PARADE ROUTE

The parade begins outside **Hall A**, with the route entering Hall A and crossing through the **Event Hall**.

Parade participants will exit through Hall D.

The great march continues east along the Wabash-West corridor through the Wabash Lobby where it will exit OUTSIDE!

There the parade continues east down Maryland Street through the Maryland Street Motor Lobby.

Finally, the parade rounds the corner of Capital Avenue and concludes at the Capital Avenue Plaza.







GEN CON 2016 : SPECIAL EVENTS +

CONTESTANT INFO

CONTEST BASICS

Costume entries may be simple walk-on-and-pivot displays or may involve a short presentation. Performances are limited to two minutes. You may perform your own speech, drama, song, or other skill, or you can simply model while our emcee narrates text that you provide. Either way, the emphasis of judging is on the *costumes*.

REGISTRATION

Advance registration is highly recommended. The costume contest is limited to 70 entries. If any category receives 16 entries, that category will be closed. Entries will be accepted on a first-come, first-entered basis. When the contest reaches capacity, a waiting list

will be created. Entries on the waiting list will be admitted to the contest if a registered entry drops out or does not appear at check-in.

To register, fill out the form below. This form does not register you for the convention—only the costume contest. You must also register for the convention. A valid convention badge and two generic tickets will be required when you sign in at Costume Contest Check-In. Cash will not be accepted!

Emcee Introduction: REQUIRED!! Our emcee will introduce you as you appear on stage. Write a short introduction for yourself that you would like the emcee to read. Type it or write it neatly and attach it to your entry form. This is your chance to impress the judges; include a description of the construction of your costume. This description is limited to 100 words. We reserve the right to edit material.

On-site entries: If you must register on site, fill out the entry form (your introduction for the emcee must be attached and typed or neatly written) and drop it in the "Costume Contest Entry" box located at the Information Booth by 9 am on Saturday. If you miss this deadline, come directly to Costume Contest Check-In in the 500 Ballroom Foyer and we'll see if we have room for you.

Contestant Check-In: All contestants must appear at Contest Check-In. Mailing

or dropping an entry form reserves a space for you, but you are not officially registered until you appear at check-in. Contestants who do not appear at check-in (see times below) are considered dropped. Check-in takes about 30 minutes. Your emcee introduction is required at check-in.

COSTUME CATEGORIES

Choose a category for your costume and check it on the entry form. We reserve the right to create new categories (if the Fantasy category gets 15 ninja entries, for example, we may make ninjas a new category). We won't shift you to a different category. In a case where cross-over is possible, just pick the category you prefer.

- Superheroes / Sci Fi (Robots, aliens, spaceship pilots, heroes, villains, and so on.)
- Fantasy / Historical (Wizards, barbarians, pixies, mermaids, Egyptian slaves, WWII soldiers, Renaissance maidens, and so on.)
- Child (Ages 0–13, all costume types)
- Anime (Any character, creature, or element from any anime source.)
- Groups: Teams of two or more costumers.
- Game Characters (Characters from video games, board games, role-playing games, and so on).
- Professional (To keep the contest fair, you must enter the Professional category if you meet any of the following criteria, regardless of your age: 1) You are a past first-place winner of a Gen Con costume contest or other major costume contest within the past 5 years; 2) Your costume was constructed by a professional in the garment or costume industry, whether it was you or someone else; 3) Your costume was constructed by someone who earns the majority of their living in the construction of costumes or clothing.)
- Pot Luck (Anything not covered above!)

After the winners are announced in each category, they'll be brought on stage briefly for judging in the "Best of Show" category. Everyone is eligible for this judging.

TIMETABLE

9 am

Deadline to drop entries at the Information Booth

9:30 am - 1:30 pm Costume Contest Check-In* 500 Ballroom Foyer

No one will be entered in the Costume Contest after check-in has closed.

3 pm

Contestants line up for Costume Parade

3:05 pm - 3:45 pm Costume Parade

> 3:30 pm Pre-Show

3:45 pm

Contestants report to line up for the Costume Contest

4 pm
Costume Contest begins



COSTUME CONTEST

COSTUME CONTEST ENTRY FORM

Deposit this form in the box marked "Costume Contest Entry Forms" at the Information Booth before 9 am on Saturday, August 6, or bring it directly to Costume Contest Registration.

Please print or write neatly!

Contestant Name:						
(Your legal name, not the name of the character you will represent.)						
Address:						
City/State/Zip:						
Primary Phone: Alternate Phone:						
Primary Phone: Alternate Phone:						
Email Address:						
Name of Entry:						
Name of Entry.						
Category: Please note the rule stated below regarding the Professional category before making a selection.						
Superheroes/Sci Fi Fantasy/Historical Child Game Character Pot Luck Professional Anime Groups						
Approximate Length of Your Presentation (limited to 2 minutes):						
Special needs (if known): Music Microphone Other (specify)						
Be sure to attach your typed or neatly written emcee introduction (100 words or less) to this form.						
READ BEFORE SIGNING						
I agree to comply with the 2016 Gen Con Costume Contest Rules, and I further consent to the use of my picture, video footage, and the likeness of my costume by Gen Con Management in future promotional efforts and news articles.						
I understand that my personal information will be stored by the Costume Contest Coordinator only and will not be shared						
with any outside party other than Gen Con LLC or its designees.						
I understand that I must appear at Costume Contest Check-In on the day of the contest to complete the entry process; if I do not appear, I will be dropped from the contest.						
Signature						
(Parent or Guardian must sign for entrants under 18 yrs. old)						

COSTUME CONTEST RULES

Note: This form enters you in the Costume Contest only; to register for the convention, visit the registration area in the Indiana Convention Center.

- 1. Any item or activity that presents the possibility of damage to the entrants, their costumes, the audience, or the facility is prohibited. Carrying or displaying weapons or weapon replicas of any sort is prohibited by Convention Management except during the Costume Contest. In other words, you may bring secured weapons directly to the contest, but you cannot wear or carry weapons into the convention areas or halls. Weapons must be removed and securely wrapped immediately upon leaving the stage. Prohibited items worn into the convention areas will be confiscated. Functional firearms are not permitted at any time in the convention or the costume contest. Fire and liquids are not permitted on stage.
- **2.** Good taste must be used in creation and presentation of costumes and talent. Gore, graphic violence, nudity, swearing, or other objectionable elements may be grounds for disqualification as determined by the Costume Contest Staff. The Costume Contest attracts many families each year and we wish to maintain a comfortable atmosphere for all spectators (PG-13).
- 3. Any participant may be disqualified from the contest by Gen Con Show Management or Costume Contest Staff for failure to observe any of these rules. All decisions made by the judges are final. All prizes will be awarded at the conclusion of the contest.
- **4.** Special stage requests will be considered but cannot be guaranteed. Requests should be submitted in writing along with the registration form.
- 5. All contestants must check in and be prejudged. A valid convention badge will be required at check-in, as well as TWO generic tickets. Refer

- to the Costume Contest Timetable elsewhere on this page for check-in times and location
- 6. No entries will be accepted after check-in has concluded. Contestants who do not appear at check-in will be dropped.
- 7. Restrooms are available in the convention center. Entrants are responsible for their own belongings. We are unable to provide a secure area for personal items. Contestants may bring an assistant to help with belongings.
- **8. Contestants may supply music** to be played during their performance. Music must be submitted at check-in, and must be on a CD or a flash drive in MP3 or MP4 format. We are unable to connect electronic devices to the house sound system.
- 9. Questions about Costume Contest rules and registration may be addressed to the Costume Contest Coordinator. Contact Anne Brown at annekbrown@sbcglobal.net. Please do not send entries via email; emailed entries will be ignored. Include the words "Costume Contest" in the subject line.
- **10.** If you use spam-blocking software, please adjust your settings to accept email from the Costume Contest Coordinator (see Rule #9) so you can receive communication via email.
- **11.** Any prize money not claimed by Sunday at 4 pm at the close of the convention will be forfeited.
- 12. A maximum of three (3) medals will be awarded to winners for the Group category.



MAIN STORE—WABASH LOBBY | OUTSIDE STORE AT CAPITOL PLAZA and in the EXHIBIT HALL—OFFWORLD DESIGNS BOOTH #329











COSPLAY

COSPLAY - a contraction of the words "costume roleplay" is a performance art in which participants called cosplayers wear costumes and fashion accessories to represent a specific character. Fans of all ages celebrate fandom by dressing up as their favorite anime, comic book, fantasy, and science fiction characters.

HALLWAY COSTUME AWARDS

The Gen Con Cosplay Team will be roaming the hallways handing out awards for amazing costumes and will be awarding those taking pics and posting them in the Cosplay Photo Op area. So look your best all weekend ... you never know who's watching!

COSPLAY REPAIR STATION

New this year, Gen Con has a dedicated cosplay repair station set up for your "cosplay emergencies." There will be people onhand with basic repair supplies to help you out.

SPECIAL THANKS

to the folks at the Indiana Cosplay Association for assisting with the Cosplay Photo Op and Repair Station (www. indianacosplayassociation.org).



PHOTO OP & INSTAGRAM

Gen Con has dedicated areas located in the Cosplay area in Lucas Oil Stadium and throughout the convention center for you to stop and take your picture. Stop by and take a photo of your costume to post online and share it with friends! The Cosplay photo op in Lucas Oil Stadium will have props available for fun photo ideas.

Check the event schedule for themed cosplay photo gatherings at the photo op each day!

Gen Con has a dedicated Instagram account (@gen con) to showcase all of the amazing costumes at the convention. Tag the account #GenConCosplay in your photos and we might repost them!

AT A **GLANCE**

Lucas Oil Stadium: Meeting Rooms

COSPLAY PHOTO OP & REPAIR STATION LOCATION

Lucas Oil Stadium: Lobby

DAY & TIME

Thursday-Saturday 10 am - 6 pm Sunday 10 am - 2 pm

CROSSPLAY CONTEST (CONTESTANT SIGN UP / PRE-JUDGING)

(ENT1696407) Friday, 7 pm

Lucas Oil Stadium: Meeting Rooms 5-7

CROSSPLAY CONTEST

(ENT1696408) Friday, 8 pm

Lucas Oil Stadium: Meeting Rooms 5-7

The Event Charts in the back of this program book have ALL the Cosplay events offered!



COSPLAY EVENTS

There are many amazing events being hosted for your creative expression ...

- Cosplay Fabrication Materials and Techniques (WKS1687231) Thursday, 8 pm
- Cosplay for Performance (SEM1699011) Friday, 1 pm
- Homestuck Cosplay Photo Shoot (ENT1685636) Saturday, 12 pm
- Bring Your Epics to Life Prop-Making From Games (SEM1690107) Saturday, 3 pm

And these are just a few being offered! Check out the Event Charts in the back of this book for a complete listing of all Cosplay events.



THE GEN CON CROSSPLAY CONTEST

Ladies, get ready to bring us your best Loki! Gentlemen, do you have a re-imagined version of Princess Leia you can't wait to share? Reinterpret your favorite character outside their initial gender.. the sky and your imagination are the limit.

Gen Con is proud to present the 2nd Annual Crossplay Contest. Crossplay (a mix of "cross dressing" and "cosplay") has always been a popular part of convention costume culture where attendees create and wear a costume featuring a character opposite of his/her gender. Our event is part costume contest and part RuPaul's Drag Race so it's as much fun for attendees as it is for those competing! As promised, this year will include gender bent categories by popular demand!

The Crossplay Contest (ENT1696408) will take place Friday at 8 pm. To enter, you must attend the Crossplay Contest (Contestant Sign Up / Pre-Judging) (ENT1696407) at 7 pm on Friday.



CROSSPLAY CONTEST RULES

- 1. You must have purchased an entry into Gen Con 2016 in order to enter/present on stage for the Crossplay Contest. 2. Male cosplayers must enter as a female character and female cosplayers must enter as a male in crossplay categories. This is determined based on the identity on your government issued photo I.D.
- 3. The Crossplay Contest is a family-oriented event. Please keep all costumes to a PG-13 rating (i.e. no nudity or overly revealing attire.)
- 4. All weapons and props must conform with Gen Con rules, convention center policies, and local laws concerning carrying a weapon. If there is a question of doubt, don't bring it.
- 5. Please provide reference images of the character you are dressed as. We cannot guarantee the judges will know what your character looks like, so having something to compare to will help you as much as them! Please provide this image on a piece of paper to attach to your costume contest registration form. No digital images (i.e. cell phones, iPads, portable computers, tablets, etc.) or books can be submitted for your reference image. Please print the picture out for the judges. 6. Gen Con & Wasabi Anime reserve the right to modify, update, or amend the rules at any time.

CROSSPLAY CONTEST CATEGORIES

Best CROSSPLAYER Best GENDER BENT Cosplay Most A-MAZING MALE Crossplay Almost The Best CROSSPLAYER (Runner Up) Almost the Best GENDER BENT Cosplay (Runner Up) Most FABULOUS FEMALE Crossplay





COSPLAY IS NOT CONSENT

Cosplay is a culture that celebrates inclusion and mutual respect. Thus, please be cautious when interacting with each other and keep your hands to yourself. If you would like to take a photo of or with another Gen Con attendee, please ask before doing and respect that person's right to say no. In short: be kind, be respectful, and make the cosplay experience fun for everyone involved!



```
if (you.want(toPartyWithGenConTechies)
   && you.want(toPlayWithUnreleasedGames)
   && you.want(toTinkerWith3DPrinters)
  && you.want(toTestDriveDrones)
  && you.want(localBeer)
  && you.want(handcraftedSpirits)
   && you.want(toGeekOutWithFellowGamers)
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      on(fri.8.5.2016);
      at(craneBay);
      from(7pm-9pm);
      hosted.by(@TechPointInd);
  }
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AUTHORS' AVENUE

GLANCE

AUTHORS' AVENUE LOCATION

Exhibit Hall

DAY & TIME

Thursday – Saturday 10 am – 6 pm

> Sunday 10 am – 4 pm

Explore
enchanted, mystical,
and otherworldly realms
within Authors' Avenue!

Encounter sages, powerful and wise, where all is not what it may seem ... or is it?

Experience the pages within and all will be revealed. Meet authors from around the globe in this once-a-year adventure!





GEN CON 2016: AUTHORS' AVENUE

ATTENDING AUTHORS & PUBLISHERS



Journey to uncharted worlds with our new exhibiting authors / publishers ...

Travis Anthony Cole, Nicole Fende, Aaron Galvin, Love2ReadLove2Write Publishing, Mid-World Arts, Shotgun Angel Games LLC, Daniel R. Stevenson

Discover what lies in wait from our **Independent Authors ...**

Dylan Birtolo, Tracy Chowdhury, Isaac Crowe, Hans Cummings, Dire Destiny, Charles Embrey Jr., Jay Erickson, Mary Fan, Robert Neal Geiger, Kimber Grey, Chris A. Jackson, Little Guardians, Nathan J.S. Marchand, C.S. Marks, Hugo Valentin Negron, C.E. Rocco, Edward J. Russell, J. Wolf Scott, Roger Sicely, V.J. Waks, Mack Wells





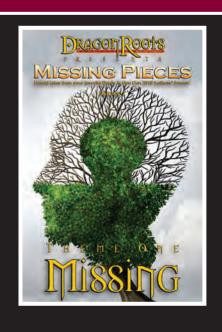
Unlock the secrets held within by our small press publishers ...

Brain Lag, Clockwork Dragon, Imagined Interprises, Mythmakers, Tanstaafl Press. Th3rd World Studios

MISSING PIECES ANTHOLOGY

"Missing Pieces" showcases the work of some of the authors who participate in Authors' Avenue. Whether you favor adventure, intrigue, conflict, catastrophe or connivance you'll find it in these volumes.

THURSDAY ONLY, receive \$5 off your purchase. Receive \$1 off for each book you purchase from an Authors' Avenue contributing author; minimum purchase price \$10.



WRITER'S SYMPOSIUM

AT A GLANCE

WRITER'S SYMPOSIUM LOCATION

Westin: 1st Floor - Various

DAY/TIME Various

BOOK SIGNINGS LOCATION

Exhibit Hall: Authors' Avenue

DAY / TIME

See posted schedule

NEW LOCATION

Writer's Symposium has moved locations! You now can find them located conveniently on the first floor of the Westin



The Writer's Symposium HQ, staffed by Writer Symposium staff, will be there to assist you in getting to know the new location layout and to find your events.



Baen once again has partnered with the Writer's Symposium and is hosting their third annual **Best Fantasy Adventure** Story Award at the show.



"The Baen Travelling Roadshow & Fantasy Award" (SEM1699059), Saturday, 3 pm







EVENTS

This year there are more than 175 events, 200 hours of programming, 15 hours of book signings, nine special events, more than a dozen professional workshops, and so much more!

Kick things off with a "Welcome to the 2016 Symposium" (ENT1698959) held on Thursday at 9 am.

Events are distinguished by specific tracks to hone your skill set including:

- Writer's Craft
- Worldbuilding
- Short Fiction
- Video Game Writing
- Business for Writing

Don't forget about the Read & Critique events and Readings by some of your favorite authors.

For details on all the event being hosted, check out the Event Charts in the back of this book or stop by the Writer's Symposium HQ located on the first floor of the Westin.



AUTHOR GUEST OF HONOR

ROBIN HOBB

Robin Hobb is a fantasy novelist residing in Washington State. She is best known for her work in the **Realms of the Elderlings**, a series of trilogies that began with *The Farseer Trilogy*. Her work in progress is the *Fitz and the Fool Trilogy* that will conclude with *Assassin's Fate*, to be published in 2017. In 2015, *Fool's Assassin* won the Dutch Hebben

Award, a reader-voted prize, for best translated work. (Translator: Ruud Ball)

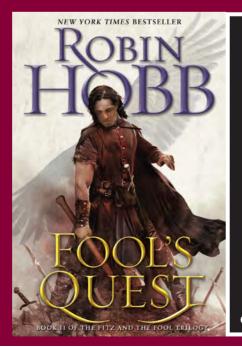
Her works have been translated into 20+ foreign languages. In 2015, her works were translated into Spanish and Portuguese for the Mexico and South American markets. She is a best-selling author in the UK, Australia, France and the Netherlands as well as in the US. Both *The Farseer Trilogy* and *The Liveship Traders* trilogy are available in France as graphic novels from Soleil.

She also writes both fantasy and a bit of science fiction as Megan Lindholm. Her best known work as Lindholm is *The Wizard of the Pigeons*. Her short works have been finalists for both the Hugo and the Nebula wards.

Robin Hobb does most of her writing from a small farm in Roy, Washington, where

she also raises chickens, ducks, geese and vegetables. Robin and her husband Fred have been married for more than 40 years, and share four grown children and seven grand-children.

You may learn more about Robin Hobb on her website www.robinhobb.com.



ROBIN HOBB EVENTS ...

Q&A with Author Guest of Honor Robin Hobb (SEM1699197) Saturday, 1 pm at the Westin: Grand Ballroom V

Book Signings

(ZED1699259) Friday, 11 am OR (ZED1699260) Saturday, 3 pm. Book signings are held in the Exhibit Hall.

For more details on Robin's event, check out the Event Charts.

WRITER'S SYMPOSIUM

SPECIAL GUESTS



JOSHUA BLIMES Special Guest (Agent)

Joshua is the President of JABerwocky Literary Agency, which he founded in 1994. He has been an agent for almost 30 years, and his clients have included Brandon Sanderson and Charlaine Harris.



BILL FAWCETTSpecial Guest (Industry)

Science fiction, mystery, and non-fiction author, editor, anthologist, book reviewer, book packager, historian, game designer, and co-founder of Mayfair Games.



JODY LYNN NYESpecial Guest (Author)

Jody Lynn Nye has written dozens of books and more than 150 short stories, most of them with a humorous bent. She also teaches the annual Writers' Workshop at DragonCon and reviews fiction for Galaxy's Edge Magazine.



CHRISTINE THOMPSON

Special Guest (Video Games)

Christine Thompson is a Senior Writer at Bungie Studios, where she works on the Destiny franchise. Previously, she was the writer of Star Trek Online for seven years.



MARCO PALMIERI Special Guest (Editor)

Marco Palmieri is a senior editor at Tor Books, acquiring novels of speculative fiction.

PARTICIPATING AUTHORS

Alison Adlaf	Suzanne Church	Gabrielle Harbowy	Peter Orullian	James Sutter
Kelley Armstrong	Bruce Cordell	John Helfers	Ada Palmer	Kelly Swails
Jeremy Atkins	Richard Dansky	Alyc Helms	Carrie Patel	Howard Tayler
Keith Baker	Erik Scott de Bie	Kerrie Lynn Hughes	Sunil Patel	Sandra Taylor
Elizabeth Bear	Joshua Alan Doetsch	Kameron Hurley	Jay Posey	Peter Tieryas
Bradley P. Beaulieu	Thomas Dean Donnely	Mur Lafferty	Cat Rambo	Mike Underwood
Carrie Bebris	Maxwell Alexander Drake	Steven S. Long	Scott Rice-Snow	Elizabeth Vaughan
Steve Bein	Steve Drew	James Lowder	Aaron Rosenberg	Jo Walton
Donald J. Bingle	Rachel Dunne	Scott Lynch	Patrick Rothfuss	Toni Weisskopf
Dylan Birtolo	David Farland	Gail Z Martin	Christopher Rowe	Dan Wells
Gwenda Bond	Eric Flint	Melanie Meadors	Lawrence M. Schoen	Bill Werner
Karen Bovenmyer	Matt Forbeck	James Minz	Jesse Scoble	Richard C. White
Marie Brennan	Shanna Germain	Christopher Morgan	Lucy A. Snyder	Gregory A. Wilson
Maurice Broaddus	Jerry Gordon	Susan J. Morris	Lucien Soulban	Angela Xu
Richard Lee Byers	Daryl Gregory	Robert Mosher	Anton Strout	

BOOK SIGNING

Authors will be available to sign your books in the **Book Signing area** located near Authors' Avenue in the Exhibit Hall. Check the schedule below for all the dates and times so you won't miss any of your favorites. If you forgot a book, the onsite **book seller** might have it. Check out **Indy Reads Books!**

indy keads Books:						
THURSDAY						
1 pm	Jody Lynn Nye	Jo Walton	Keith Baker			
2 pm	Alyc Helms	Joshua Alan Doetsch	Peter Orullian			
3 pm	Elizabeth Bear	John Helfers	Richard Dansky			
4 pm	Patrick Rothfuss	Lucy A. Snyder	Suzanne Church			
FRIDAY						
11 am	Robin Hobb	Donald J. Bingle	Dylan Birtolo	Elizabeth Vaughan		
12 pm	Bradley P. Beaulieu	Cat Rambo	Karen Bovenmyer	Scott Lynch		
1 pm	Bill Fawcett	Carrie Bebris	Gwenda Bond	Christoper Rowe		
2 pm	Eric Flint	Marie Brennan	Richard C. White	Steve Bein		
3 pm	Gail Z Martin	Jay Posey	Lucien Soulban	Matt Forbeck		
4 pm	Gregory A. Wilson	Erik Scott de Bie	David M. Ewalt			
SATURDAY						
11 am	Carrie Patel	Daryl Gregory	Gail Z MArtin	Mur Lafferty		
12 pm	Joshua Alan Doetsch	Kameron Hurley	Lucy A. Snyder	Sunil Patel		
1 pm	Patrick Rothfuss	John Helfers	Kelly Swails	Melanie R. Meadors		
2 pm	Gregory A. Wilson	Jo Walton	Kelley Armstrong	Michael R. Underwood		
3 pm	Robin Hobb	Melanie R. Meadors	Maurice Broaddus	Kerrie L. Hughes		
4 pm	Jody Lynn Nye	Erik Scott de Bie	Lawrence M. Schoen	Richard C. White		

Bold denotes Guest of Honor signings

^{*} Schedule subject to change. Check the onsite signage for the most up to date schedule.



We're rolling out a new game that'll ROCK YOUR UNIVERSE.



In this fast-paced strategic dice game, roll your Invasion dice to send flying saucers to destroy your opponents' home worlds and reserve Defense dice to protect your own. As the chaos escalates, you must decide how to use your limited resources: Will you repel the hordes of alien invaders, rebuild your burning cities — or keep attacking your neighbors' planets instead? Only the alien left standing among the fewest smoldering craters can claim victory.

\$29.99 · Ages 8 & up
2-6 players · 15-20 minutes

Contents: 6 planet boards · 6 core tokens 72 city tokens · 20 dice · 1 staging board



Buy **We Come In Peace** in **Booth 243**, get an exclusive game piece! **See our ad in the coupon book.**

Other Available Rather Dashing Games

















Rather Dashing Games is a division of Kalmbach.

FILM FESTIVAL



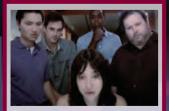




ATTACKING THE DARKNESS

FLM1690486 Thur 8 PM Westin: Grand Ballroom IV

From the creators of The Gamers and JournevOuest comes a documentary about a woman determined to fight the evils of RPGs through the power of film.



NIGHTMARE CODE FLM16100474 Sat 4 PM Westin: Grand Blrm I & II

NIGHTMARE CODE is an award-winning psychological sci-fi thriller about behavior recognition technology, behavior modification, 24/7 surveillance and artificial intelligence.



BLOOD OF THE TRIBADES

FLM16100265 Thur 10 PM

Westin: Grand Ballroom III

2000 years after the Vampire Bathor has established the village of Bathory, superstition and religious violence take over as the men and women battle for control.



LEGEND OF THE LICH LORD

FLM16100445 Fri 7 PM Westin: Grand Ballroom IV

A squabbling team of mystical misfits race an evil necromancer on a quest to find a mysterious orb.



DETECTIVE DETECTIVE DETECTIVE

FLM16100663 Thur 11 PM Westin: Grand Ballroom IV

Gen Con Film Festival's 2015 Winner for Best Feature Film. Three estranged brothers play detectives in a live action role-playing mystery game in the Alaskan wilderness.



INSPECTRES: THE MOVIE

FI M1685546 Thur 1 PM Westin: Grand Ballroom III & FLM1685550 Sun 10 AM

Westin: Grand Ballroom III

In a world where ghosts, ghouls, and goblins are commonplace, the InSpectres are the only exterminators capable of eliminating these supernatural nuisances! Followed by O&A with Crew and Cast.



FLM16100256 Thur 3 PM Westin:

Grand Ballroom IV

The continuing adventures of Bubble **Bubble Meows**

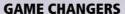


THE DWARVENAUT

FLM16101523 Sat 11 AM Westin: Grand Ballroom I & II

THE DWARVENAUT is a dreamlike documentary chronicling Brooklyn-based

artist Stefan Pokorny's lifelong guest to inspire humanity through the one medium he knows best: Dungeons & Dragons.



FLM16100444 Fri 5 PM Westin: Grand Ballroom IV

Brian and Scott are two life long friends, Brian will do anything in his power to reclaim his status as a pro gamer. Scott doesn't identify with the pro gaming circuit like he used to.



NON-STOP TO COMIC-CON

FLM16100459 Sat 4 PM

Westin: Grand Ballroom IV

Unable to gain acceptance for their geeky ways back home, three friends embark on an epic journey to the apex of geekiness: San Diego Comic-Con.



OF DICE AND MEN FLM16100446 Fri 9 PM Westin:

Grand Ballroom IV

The lives of six roleplaying gamer friends are thrown into upheaval when one of them enlists to go to Iraq. A geek movie without the self-loathing.



OUTATIME: SAVING THE DELOREAN TIME MACHINE

FLM16100456 Fri 7 PM Westin: Grand Blrm I & II

OUTATIME reveals the untold story of the Delorean Time Machine, through its restoration. Meet the filmmakers, studio employees, and movie fans who brought this film icon back to life



THE HUNTED FLM16100450 Fri 8 PM

Westin: Grand Ballroom III

The sword-slingin. vamp-slayin feature film version of the longest running web series online.

THE SEARCH FOR

SILVERSPEAR

FLM16100453 Fri 2 PM

Westin:

Grand Blrm I & II

goes on a heroic quest

to rescue his master in

adventure created by a

this long-lost Super-8

stop-motion fantasy

teenager in 1989.

A young apprentice



THE CROW -SHREDS OF **MEMORIES [FAN FILM]**

FLM16100264 Thur 8 PM

Westin: Grand **Ballroom III**

Eric Crowen has lost his memory. He can't remember anything of the day when his girlfriend died. But just one event is enough for him to remember all. (subtitled) (Italy)



PURE PWNAGE, **Teh Movie** FLM16100477 Sat 10 PM Westin: Grand Blrm I & II

Video game pro Jeremy 'teh pwnerer' reunites with his best friend and long-time rival FPS_Doug to show the world how much it sucks.



TOMORROWS FLM16100452 Fri 12 PM

Westin: Grand Blrm I & II

VINTAGE TOMORROWS examines the Steampunk movement's explosive growth, origins, and cultural significance. (Documentary)

THE NEXT GREAT

AMERICAN GAME

FLM16100454 Fri 3 PM

Westin: Grand Blrm I & II

daughters on weekends and

holidays, Randall Hoyt spends

five years creating a tabletop

board game called Turnpike.

After spending countless

hours driving to visit his



ROCK N ROLL STARSHIP

20th Anniversary FLM16100476 Sat 8 PM Westin: Grand Blrm I & II

Join the cast and crew of Rock N Roll Starship as they celebrate the film's 20th anniversary. The crew of the Zep'lin try to save the Earth, rescue the Babe, and order a pizza in deep space.



THE GAMERS: **HANDS OF FATE**

FLM1690490 Fri 2 PM Westin: Grand Ballroom IV

Join your favorite gamers as they head to the Gen Con to compete in the world championships of AEG's Romance of the 9 Kingdoms.



THE GAMERS (YEAH...THE FIRST ONE)

FLM1690488 Fri 11 AM Westin: Grand Ballroom IV

Back at Gen Con for the first time in a decade, it's the original "The Gamers"! See the short film that started it all (WARNING: strong language and profanity throughout)



THE DARK TAPES FLM16100451

Fri 10 PM Westin: **Grand Ballroom III**

Radical Found-Footage Horror Anthology of Five Original Intelligent Stories.



THIS GIANT PAPIER MACHE BOULDER IS ACTUALLY **REALLY HEAVY**

FLM16100475 Sat 6 PM Westin: Grand Blrm I & II

Three ordinary guys. One minute they were watching an old B-grade movie, the next they've been thrust inside the movie itself and find themselves at the helm of a rickety old spaceship.



PLASTIC GALAXY: THE STORY OF STAR WARS TOYS

FLM16100455 Fri 5 PM Westin: Grand Blrm I & II

Star Wars toys were a phenomenon that swept the nation. Plastic Galaxy: The Story of Star Wars Toys is a documentary that explores this groundbreaking and breathtaking world.



TRACEROU<u>T</u>E

TRACEROUTE FLM16100266 Thur 3 PM Westin: Grand

life-long nerd **Johannes** Grenzfurthner is taking us on a personal road trip from the West Coast to the East Coast of the USA. (Documentary)



THE GAMERS: **DORKNESS RISING** FLM1690489 Fri 12 PM

Westin: Grand Ballroom IV

All Lodge wants is for his gaming group to finish their adventure -- his players have something else in mind. Watch the fan-favorite movie!



THE SNARLING FLM16100469 Sat 6 PM Westin: Grand Ballroom III

Three locals get the chance to be involved in a new zombie horror movie being filmed in the area. What fun! But then, as well as the madeup film horror - something else is happening....something real...



AFK: THE WEBSERIES FLM16100531 Sat 11 AM Westin: Grand Ballroom IV

A group of people trapped as their favourite character in their favourite video game, without powers. It's a cross of LOTR and Battle Royale and The

Breakfast Club.

BOARD WITH LIFE: SEASON 2

FLM16100259 Thur 7 PM Westin: Grand Ballroom IV

The chronicles of a dysfunctional group of tabletop gamers trying to make their way in the world.

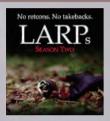


GRUNTSLINGERS FLM16100258 Thur 6 PM Westin: Grand Ballroom IV

In a wild west fantasy world, an immortal swordsman will have to team up with gunslingers and saloon girls in order to stop a vicious

creature from unleashing ancient evil.





LARPS (SEASON 2)

FLM16100267 Thur 5:30 PM

Westin: Grand Blrm I & II

2014 Gen Con Film Festival Best Series winner... back for season 2!



L.I.P.S. FLM16100468 Sat 5 PM Westin: **Grand Ballroom III**

The League of Interplanetary Process Servers' finest agent attempts to deliver 30 subpoenas throughout the universe in ten minutes.



DUNGEON BROS FLM16100472 Sat 1 PM Westin: Grand Blrm I & II

Two drunk adventurers embark on a series of epic quests through a fantasy land, and everything ends horribly.



SUSPENSION OF **DISBELIEF**

FLM16100448 Fri 5 PM Westin: Grand Ballroom III

Four women try to survive in the most dangerous place in the Kingdom, the town they call home.



REN: THE GIRL WITH THE MARK

FLM16100460 Sat 6 PM Westin: Grand Ballroom IV

A brand new fantasy action drama series. It's the tale of a young woman who, after a strange encounter in the woods. is marked by an ancient spirit.



HOUSE RULEZ -FULL SERIES FESTIVAL CUT

FLM1690495 Sat 1 PM Westin: Grand Ballroom IV

From the creative team behind the Gamers & JourneyQuest (& starring several members of the cast & crew) comes a reality show IN a reality - with tear gas.



YEAR OF THE SNAKE FLM16100449

Fri 7 PM

Westin: Grand Ballroom III

'Year of the Snake' follows a lovable, childish alien named Snake who is sent to earth to kill a lonely stoner named V, and they become the best of friends.



SUBMERGE: NI'RE REBORN

FLM16100467 Sat 4 PM Westin: Grand Ballroom III

Ni're is still trapped in the world of Submerge. Trying to get out of this world, she now runs into a seemingly unstoppable force.



WEB SERIES BLOCK FLM16100473 Sat 2 PM

Westin: Grand Blrm I & II

Apotheosis, CosPlay Date, Game Knight, Phoenix Run "Home", Richard Watson Files. The Spell Tutor, THE TRAP.



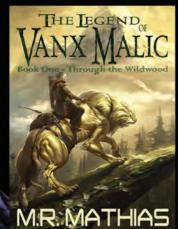
GENESIS: SERIES 1

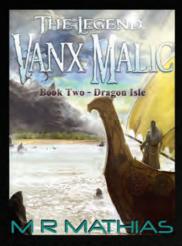
FLM16100257 Thur 5 PM

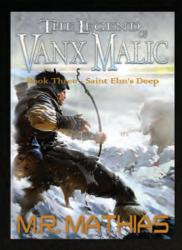
Westin: Grand Ballroom IV

A special unit of NYPD detectives investigate a ruthless underworld ringleader, who turns out to be something far worse then anything ever imagined. (Series)











#VanxMalic

#DragoneerSaga

#Wardstone

#MRMathias

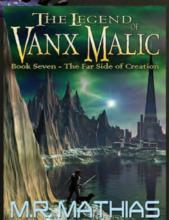
E EGENI "The magic Mathias weaves is

evident here and re-reading book

one, after completing the series only demonstrates how meticulously he sets his stage. He is a very skilled fantasy writer - be sure to follow the entire series. Mathias knows exactly how to weave a spell that entraps us from book to book." -- Grady Harp, Top 100, Vine Voice Hall of Fame, Book Reviewer









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CONTINUANCE

FLM16100262 Thur 6 PM Westin : Grand Ballroom III

Liam is a young businessman that wakes up one morning and sees a man that appears to be himself.

DEAD DRIFT //16100466 Sat 3:30 F

FLM16100466 Sat 3:30 PM Westin: Grand Ballroom III

Dead Drift has been described as "Red Dwarf" meets the youtube vlog. A screwball buddy comedy in space, told by characters interacting via video communication consoles.



SHORT FILMS SUSSESSES



LIVE BY THE SWORD

FLM16100263 Thur 7 PM Westin : Grand Ballroom III

Live by the Sword provides a look into steel combat and historical European martial arts.



FORESEEABLE

FLM16100470 Sat 8 PM Westin : Grand Ballroom III

When 17-year old HUNTER WILLIAMS can no longer ignore his psychic visions, he begins to play a dangerous game with fate...



HELLRAISER: WHAT'S YOUR PLEASURE? FLM1685566

Fri 4 PM Westin : Grand Ballroom III

A simple gift becomes a gateway to pain. This short is inspired by Clive Barkers Hellraiser series. Q&A will follow with Cast and Crew.

STAR TREK: THE FORGOTTEN VOYAGE - THE DAY AFTER YESTERDAY IS STILL YESTERDAY

FLM1694431 Fri 3 PM Westin : Grand Ballroom III

Today's technology makes it easy to produce fan films. Three decades ago, it was a challenge. Witness the creativity of poor college students with the first public viewing of a 1988 classic. With Q&A.



ANIMATED SHORT FILM BLOCK

FLM16100465 Sat 2 PM Westin : Grand Ballroom III

2.0.1, All Your Base:Last of Last, Built to Serve, Claire & The Keys, Little Folk of the Arctic, MAL 1138, Penguins in Space, September Sketch Book, The Midnight Tourist, The Moose Emergency, the Urge 2 -It Lies Within, Ogress of the Gravelbank



WHO DID IT? THE CLUE VCR GAME

FLM16100261 Thur 5 PM Westin : Grand Ballroom IV

Documentary on the classic "Clue" VCR game.



THE GAMERS: HUMANS & HOUSEHOLDS FLM1690492 Fri 4 PM

Westin : Grand Ballroom IV

A group of fantasy heroes on their day off as they sit down to enjoy a rousing role-playing game set in a mundane world of traffic lights, errant puppies, indoor plumbing, & other diabolical evils.



GAMER SHORT FILM BLOCK

FLM16100447 Fri 11 PM Westin : Grand Ballroom IV

A Minor Setback, Awesome City Limits— Skyrim, It Figures: Episode I - The Parental Menace, The Gamer, To the End



HORROR COMEDY SHORT FILM BLOCK

FLM16100463 Sat 9:30 PM Westin: Grand Ballroom IV

Bill, Love Bites, MONSTER, Rigamortis: A Zombie Love Story, Speaking in Tongues, The Switch



COMEDY SHORT FILM BLOCK

FLM16100462 Sat 8:30 PM Westin: Grand Ballroom IV

Chuckles, Help Desk, Rescue, Star Wars: A Toy Story, Total Awesome Viking Power, Viridian City, Withdrawn

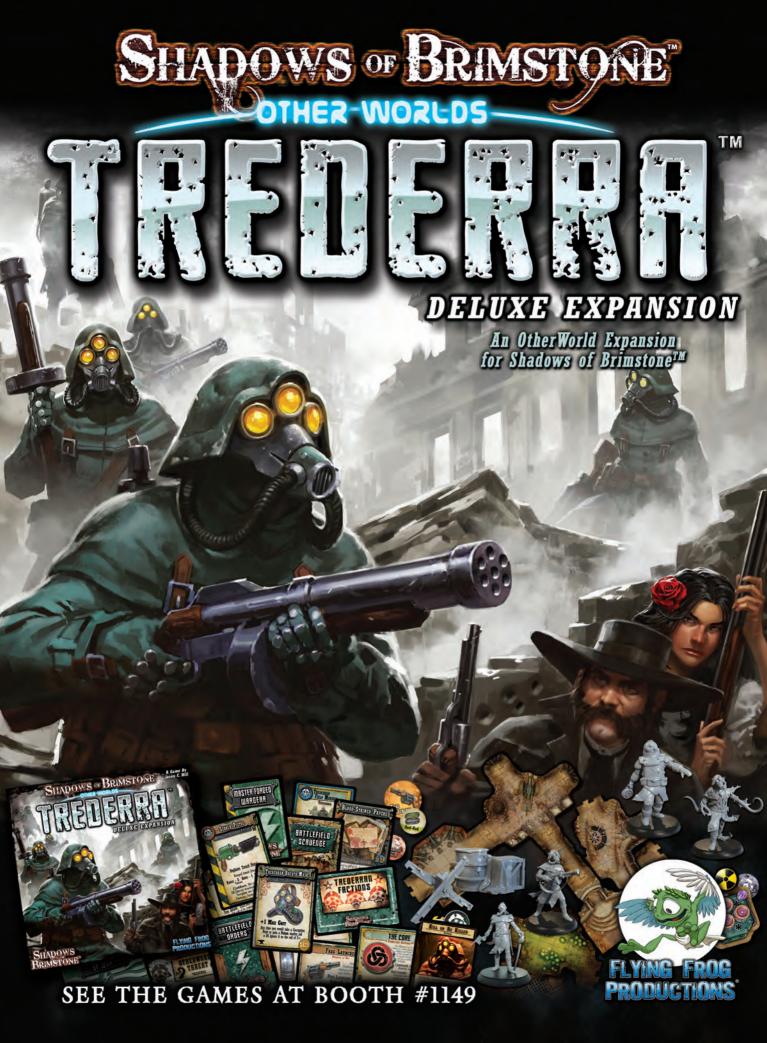


THE GAMERS: NATURAL 1

FLM1690493 Fri 4:30 PM

Westin: Grand Ballroom IV

Monica is getting married and family tradition calls for her future partner to be vetted in-game: is he gamer enough to be worthy of the family name?



FLM16100471 Sat 9 PM Westin : Grand Ballroom III

Artificial Intelligence, Broken Flowerpot Robot Girl, Hangout Day, Legacy, Outlawed Faith, PRESENCE, The Rat's Dilemma, The Suitor, The Thinking Molecules of Titan, Train Stop



HORROR SHORT FILM BLOCK

FLM16100464 Sat 11 PM Westin : Grand Ballroom IV

I Dare You, Infernum Cable, The Good Survivor, Waiting Fear, What We Sow





ACTION-THRILLER SHORT FILM BLOCK

FLM16100457 Fri 11 PM

Westin: Grand Blrm I & II

A Way Out, Cell, Lapse, Misread, Remedy of a Killer. The Offer





SUPERHERO SHORT FILM BLOCK

FLM16100461 Sat 7 PM Westin : Grand Ballroom IV

20 Questions, Evil Emma, Forecast, Love Work & Other Demons, Knight Birds, World's Finest.



SUPERNATURAL SHORT FILM BLOCK

FLM16100260 Thur 10 PM Westin : Grand Ballroom IV

Frankenstein's Light, Molly, Santa Muerte, SUMMONED



FILM PRE-PRODUCTION

FLM16100142
Fri 10 AM
Westin:
Grand Ballroom III

Join our panels of filmmakers to discuss what to do before you start shooting your film.

POST PRODUCTION

FLM16100143
Fri 12 PM
Westin:
Grand Ballroom III

Is fixing it in post a good option? Our filmmakers will let you know.

ACTING FOR FILM

FLM16100144
Fri 1 PM
Westin :
Grand Ballroom III

Is it all glamour and red carpets? Learn from those who know.

SCRIPTWRITING

FLM16100145 Fri 2 PM Westin : Grand Ballroom III

The art of script writing. The ins and outs of putting words to paper.

LIFE ON SET, SHOOTING YOUR FILM WITHOUT GETTING SHOT

FLM16100146 Sat 10 AM Westin:

Grand Ballroom III

Our filmmakers share their horror stories from the other side of the camera.

PRODUCING AN INDEPENDENT SERIES

FLM16100147 Sat 11 AM Westin: Grand Ballroom III

What does it take to put together your own series?

FILM BUDGET & FINANCE

FLM16100148 Sat 12 PM Westin:

Grand Ballroom III

How to raise the funds and what to do with them... no we are not handing out money.

FEMALE FILMMAKERS

FLM16100149
Sat 1 PM
Westin:
Grand Ballroom III

The ladies behind the camera tell it like it is.





GEAR UP YOUR GAME!

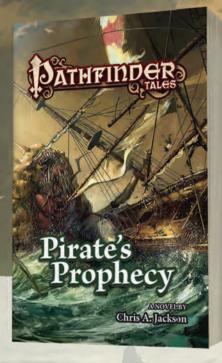


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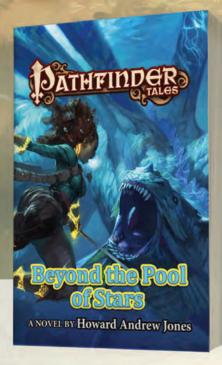


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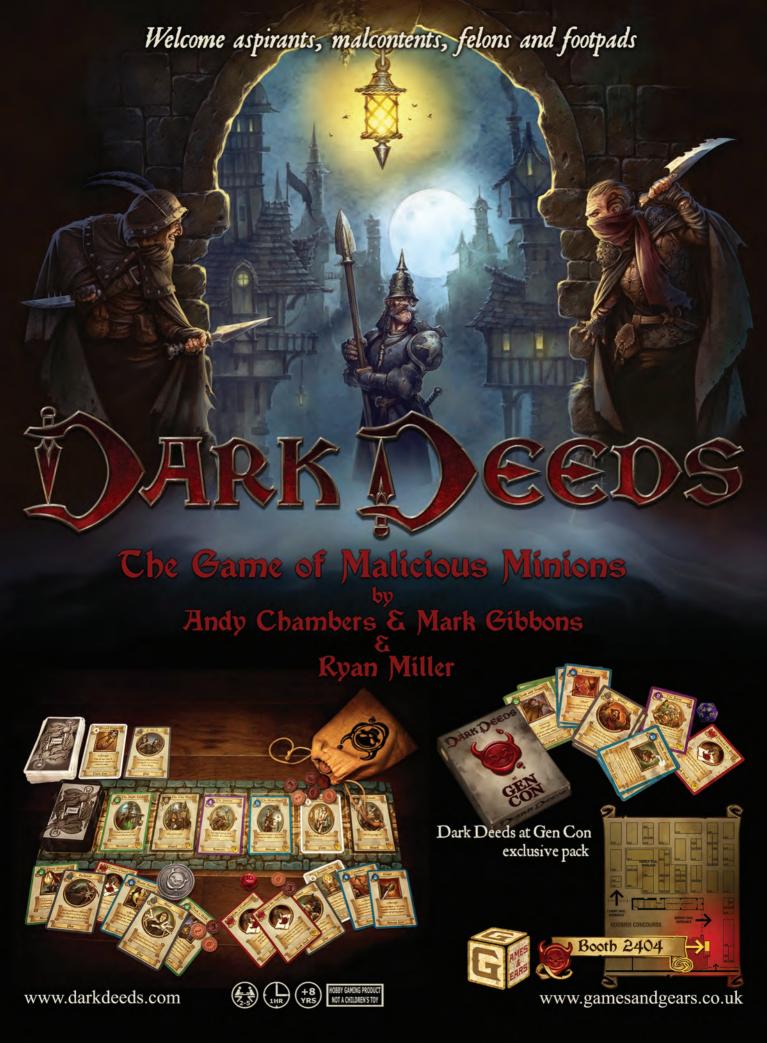
Mirian Raas comes from a long line of salvagers. When her father dies, Mirian has to take over his last expedition. Yet this isn't any ordinary job—the survival of the entire nation may depend on the outcome.



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and its huddled human masses.
Yet when a noblewoman's entire
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invaders, Larsa will learn far more
about own heritage than she ever
wanted to know.







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